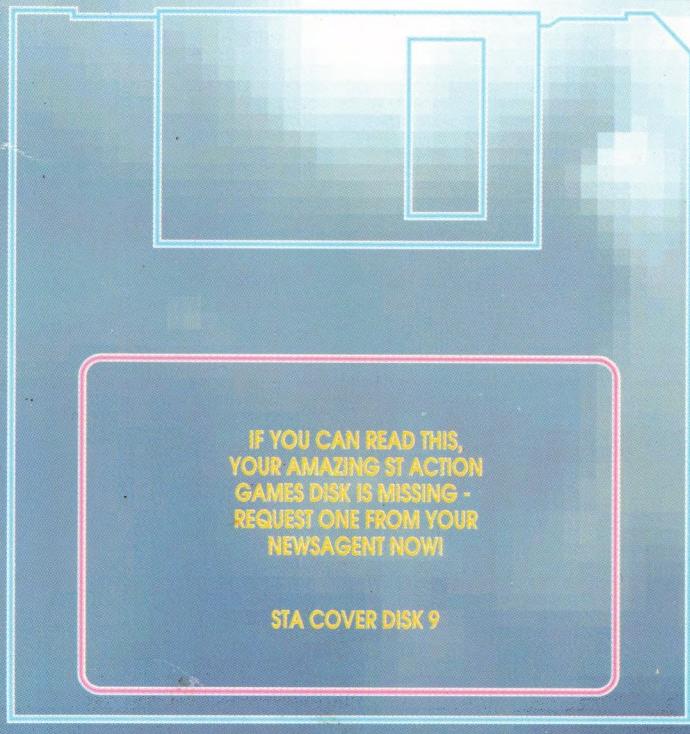


ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

ISSUE 29 SEPTEMBER 1990
DISK AND MAG £2.95



STA COVER DISK 9



IT'S CHOCKS AWAY
AND BOMBS AWAY
WITH U.S. GOLD'S
BATTLE OF BRITAIN!



09 KICK OFF 2 • HARLEY DAVIDSON • BREACH 2
THUNDERSTRIKE • LARRY III • VENUS • DEBUT

9 770955 139001

SIGNS OF THE TIMES

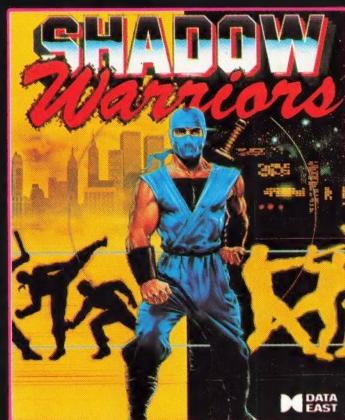


SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

FEATURING

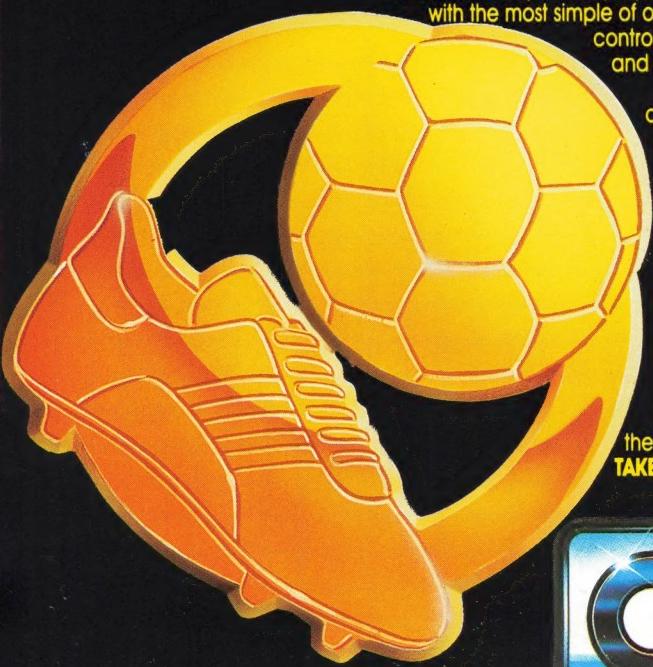
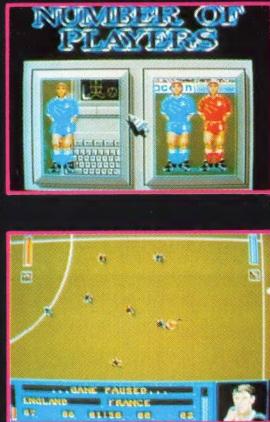
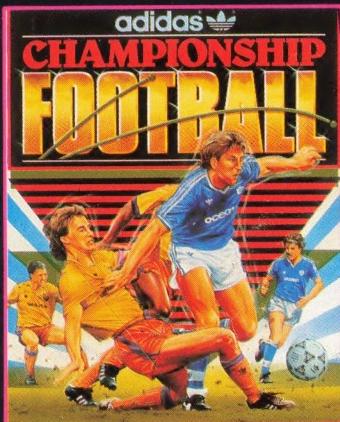
interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips...

Take your techniques to the streets
SHADOW WARRIOR...the hero of the nineties.



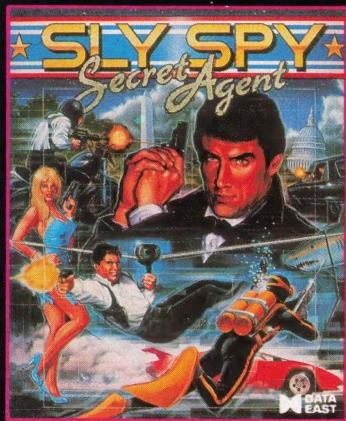
DATA EAST

MOC



Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer. **TAKE ON THE WORLD!**

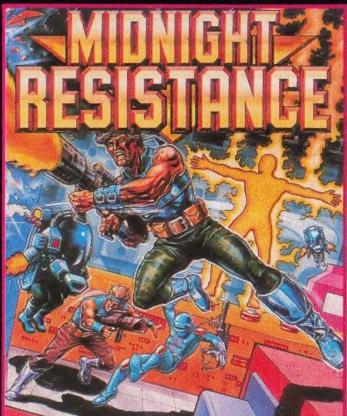
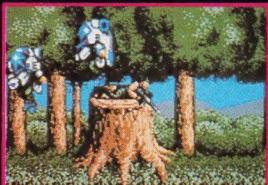
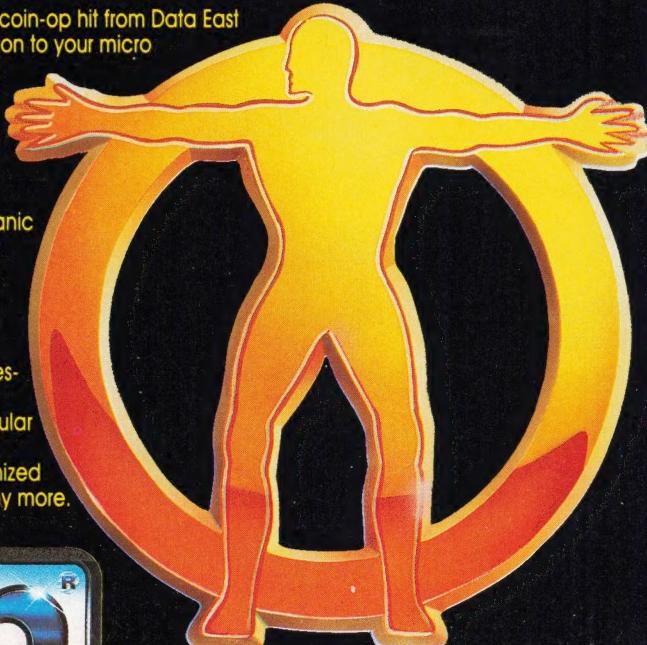
OCC



The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines - giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.



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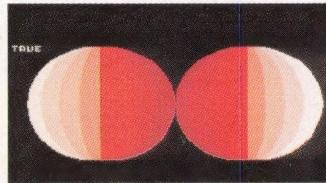
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ACTION PACKED

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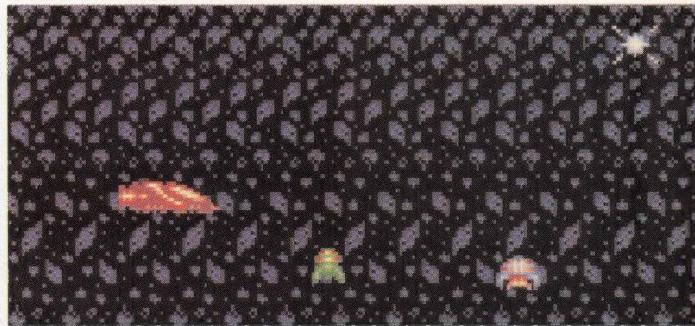


DEBUT PAGE 64

Debut is hardly a game. You are placed in control of a planet. Using ecological know-how, can you sustain life in this far-out simulation.

ANARCHY PAGE 66

Williams' coin-op, Defender, was loved by arcade freaks everywhere. Now, courtesy of Psygnosis comes Anarchy. Featuring super-fast scrolling, Anarchy is a state-of-the-art blast'em-up that'll keep you coming back for more time after time.



HARLEY DAVIDSON PAGE 60

The road to Sturgis is a long and arduous one but the best bikers will be there. Along the way you'll be able to take part in various events. So, get the wind in your hair and set off into the sunset.

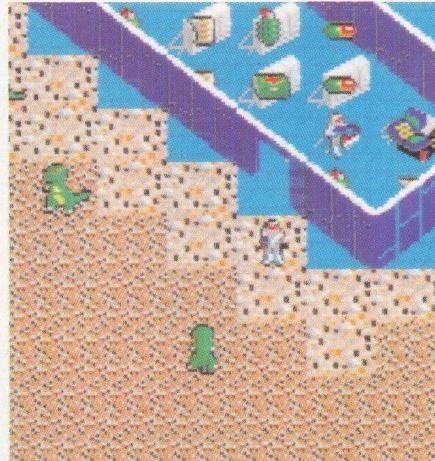


WIN!

In conjunction with sports manufacturers, Hi-Tec, and Challenge software, we've got oodles of goodies up for grabs. Turn to page 70 for more details.

KICK OFF 2 PAGE 56

There are football games and there are football games, but Anco's Kick Off has long been the league leader. Now, however, comes a better, more detailed game... Kick Off 2 is here!



BREACH-2 PAGE 30

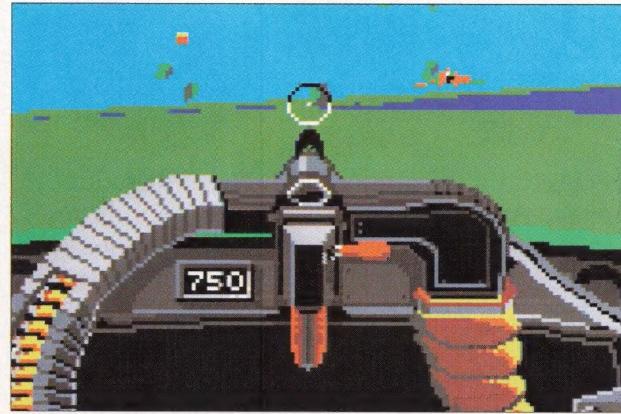
Impressions present this classic space wargame. Lead your team from the front and rid the galaxy of alien scum.

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HOYLE'S PAGE 58

Challenge Sierra's best-loved characters to a game of cards from Hoyle's book.



BATTLE OF BRITAIN PAGE 40

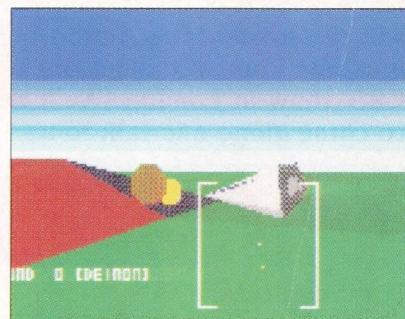
American software giants, Lucasfilm Games present their finest hour. Featured on our cover, read the ST world exclusive of the Battle of Britain.

VENUS PAGE 34

Gremlin's Venus features on this month's coverdisk. Featuring some stunning graphics, see just what we thought of this insectesque shoot'em-up.

THUNDERSTRIKE PAGE 28

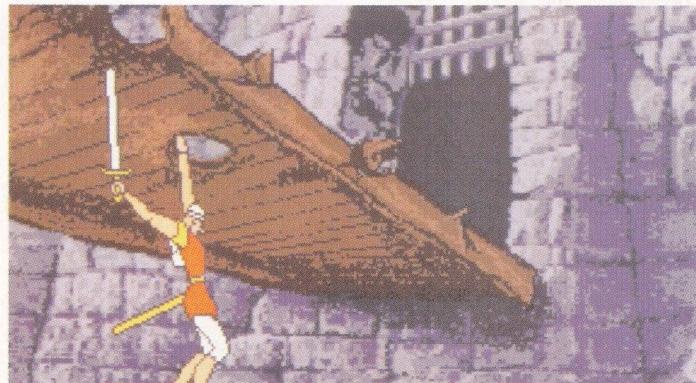
Millennium present a filled, 3D vector graphics style game that'll blow your mind - check it out!



MEGA ACTION COVERDISK PAGE 17

How do we do it? This month's cover disk is jam-packed with playable demos.

Single sided users will be treated to Imageworks' addictive, simultaneous two-player platform game, flipit'n'magnose. Side one also features Krisalis' comic arcade romp, Mad Professor Moriarty. Those of you with double-sided drives will be able to play Gremlin's incredible shoot'em-up, Venus. The Assembly Line are responsible for Xenon II, Pipemania and E-Motion. Together with Audiogenic they are proud to present Helter Skelter. Perhaps their most addictive game to-date.



GTGA: DRAGONS LAIR, SIM CITY, CONQUEROR & DAMOCLES PAGE 46

We've got four player's guide up for grabs this month. Together with the small tips and helpline, this month's GTGA adds up to a whole load of cheats, tips and hints.

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ACTION NEWS

This issue of ST Action is very special to us. First off, we'd like to introduce our new team member Alan Bunker. Alan is a local lad who hails from Manchester. Known in the magazine as AB, Alan loves loud and heavy music, seafood (especially lobster) and freefall parachuting. Secondly, this issue of STA is the last edition to appear in its present format, as Issue 30 will see a new-look Action bursting at the seems with new goodies as well as some improved older ones. In the meantime, we are all gearing up for the CES show in London. We'll be there, answering your questions so feel free to come along and talk to us.

THE DEATH CONVOY

Already a big arcade coin-op hit in France, Fire and Forget II: The Death Convoy is the next game to appear from Titus. The game sees you as the driver of an all-powerful combat vehicle. Your mission, should you accept it is to pursue a gang of deadly international terrorists. As you work your way through their convoy you'll be able to collect an impressive array of extra weapons. Using your ability to take to the air you must out-maneuvre the enemy. Fire and Forget II: The Death Convoy features fifteen musical scores and sixty different enemies. The game will be available from Titus in September, priced at £19.99.



Using your combat vehicle's take-off techniques you take to the air attempting to thwart the terrorists.

100% PURE GLASNOST

Tetris was the first game to appear from behind the Iron Curtain. Programmed by Soviet mathematician, Alexey Pajitnov, the game was highly acclaimed throughout the world of computer gaming. Since then, the Russian hasn't just sat on his laurels. Instead he's been devising an equally fiendish game. Weltris is the result of his labours. As the name suggests, the aim of the game is to guide falling down the sides of a well so that they fit amongst the pieces already at the bottom. The goal consists in completing as many lines as possible (either vertical or horizontal) at the bottom of the well. The shapes of the game pieces are various and the higher the difficulty level you elect to play, the stranger the shapes.

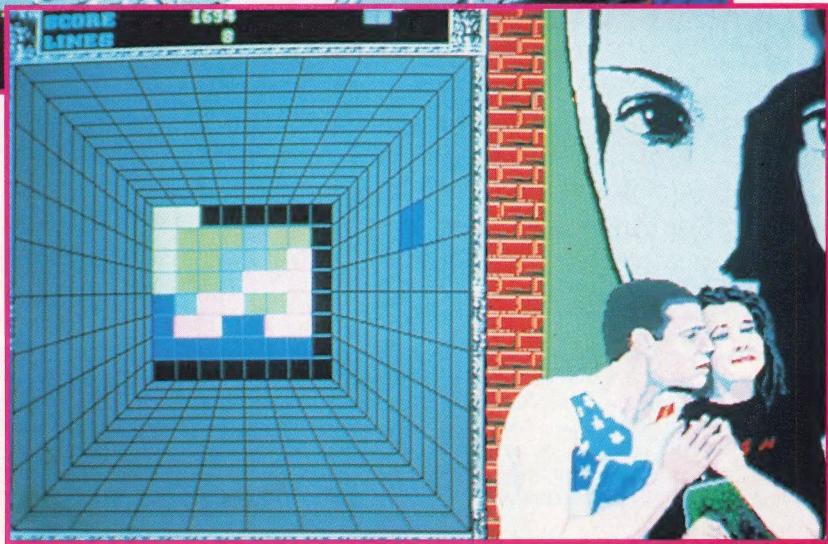
To succeed you'll need to think under pressure and anticipate exactly where the various pieces will fit best. Ill fitting pieces will block walls and thus make your task all the more difficult.

Weltris should be available around September and this little gem will set you back £19.99. Don't miss it!

Written by Soviet mathematician, Alexey Pajitnov, Weltris is the follow-up to the highly acclaimed Tetris



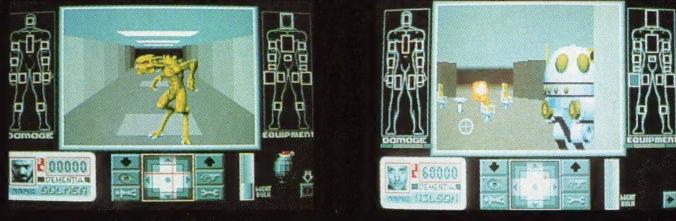
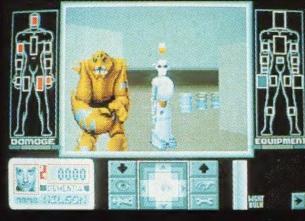
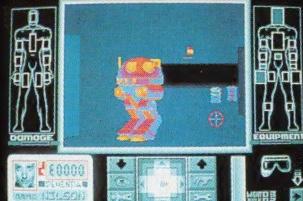
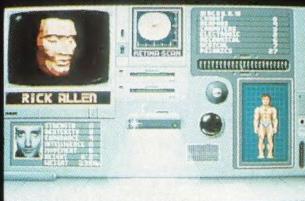
Can you guide the blocks down the well? Should you form a line you'll be awarded points. If you mess up one of the side walls will become obsolete.



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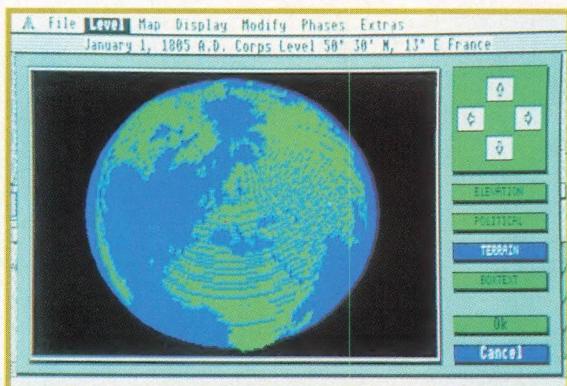
- Total freedom of movement throughout a 3 dimensional environment.
- 16 levels played over an area of 1,296,000 ft².
- Featuring a unique self-portrait digitized image (see pack for details).

NATIONS AT WAR

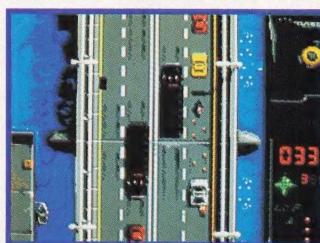
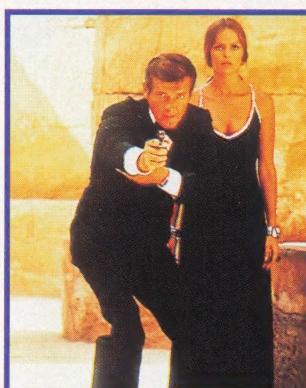
Remember the intense strategy of UMS? Now prepare for the ultimate challenge as UMS II: Nations at War hits the streets. Billed as the definitive military campaign simulator, UMS II has been developed to truly universal proportions. Where as the game's predecessor kept the strategy to a single battlefield, UMS II lets you engage the enemy on a global scale. This piece of software history has been worked on by Intergalactic Development's team leader, Ezra Sidran and has taken the American

programmers over three years to complete. The simulation allows over 16,000 units to be controlled by any one player. Up to 127 players (computer-controlled or human) can simultaneously control 525 provinces and 32,000 units in the titanic struggle for world supremacy. With a wealth of other options to numerous to mention, UMS II must be the most advanced simulator of its kind. Available in August, UMS II will be released on the Rainbird label and will cost £29.99.

Where as the game's predecessor kept the strategy to a single battlefield, UMS II lets you engage the enemy on a global scale.



STOP STROMBERG'S SCHEMES



The action hurtles along at a startling pace with wild chases in the converted Lotus Esprit

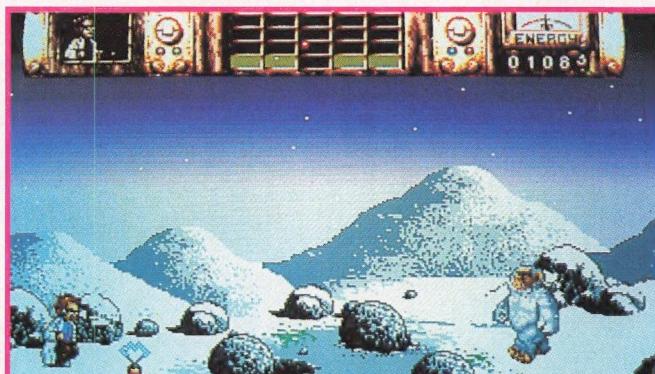
Together with the beautiful Soviet spy, Anya Amasova, Bond must put a stop to Stromberg's plans.

As mentioned last month, Bond is back! This time Domark have decided to take The Spy Who Loved Me and turn it into an action-packed computer game. Bond has been called in as a last ditch attempt to halt the evil machinations of arch villain, Karl Stromberg. The evil megalomaniac has stolen two nuclear subs, one Russian the other British, and now plans to use their missiles on both New York and Moscow. Together

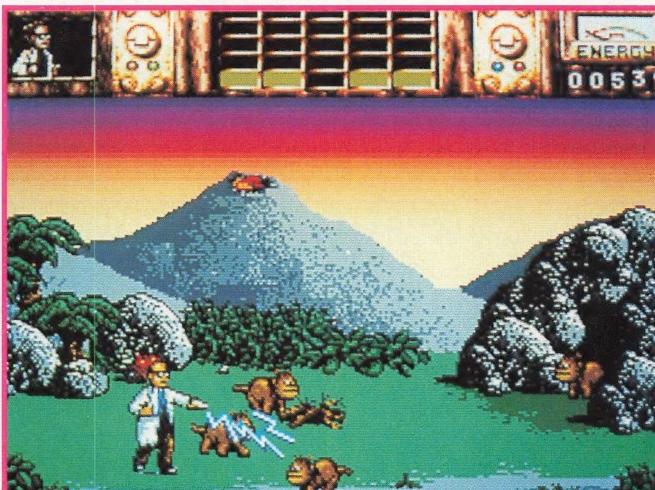
with the beautiful Soviet spy, Anya Amasova, Bond must put a stop to Stromberg's plans. The action hurtles along at a startling pace with wild chases in the converted Lotus Esprit, speedboat and jetski skirmishes and vicious gun battles deep within the bowels of a giant oil tanker. In order to equip Bond's Lotus you'll have to collect Q-tokens before driving into the Q-mobile to upgrade the car. The game even features you wrestling with Stromberg's evil, but loveable, henchman, Jaws. The Spy Who Loved Me will be available from Domark in September, priced £19.99.

ACTIVISION LOST IN TIME

Remember Hammerfist from Activision? Well, the programmers behind that game have just finished work on their latest project, Time Machine. Mev Dinc and the Vivid Image team have created a 4D fantasy role-playing game that Activision claim will keep gamers glued to their computers. The game sees the slightly nutty Professor Potts trying out his latest prototype time machine. The tall, rather awkward and gangly Prof is instantly recognisable by his shock of untidy red hair and his lab-coat and goggles. Now, it just so happens that while testing his latest invention, the Prof was hijacked by a gang of merciless terrorists. The result was our hero being thrown back through the years to the very dawn of time. Using skill and judgement you must take control of Potts and somehow get back to your own time. This involves interfering with evolution and Potts must perform certain tasks before the next time zone may be initiated. Travel between both time and space is possible by using a limited number of reusable transport pods. Time Machine will be available from Activision in August and will cost you £19.99.



Activision's latest game sees the slightly nutty Professor Potts trying out his latest prototype time machine.



Using skill and judgement you must take control of Potts and somehow get back to your own time.

BOONE'S DOOM

Have you heard of Midian? The name means a place of refuge, a legendary city where sins are forgiven. Yet, for those poor souls who have given up all hope, Midian also hides a darker side. Boone has nowhere else to run: accused of a series of murders he didn't commit, fleeing from a disturbed past and an empty future - Midian calls. Pursued by his beautiful girlfriend, an obsessed law officer and a psychopathic killer, Boone must learn to survive amidst the living dead shapechangers of the mabrynthine necropolis that is his destiny. Residing amongst the Nightbreed, Boone will have to face the terrors and nightmares that Midian holds and be prepared to defend the subterranean haven against those who would destroy it. Before the final struggle is over and his transformation complete, Boone will discover the evil that lurks behind the face of men and that even monsters have souls. Nightbreed is just one of three games based around Clive Barker's books. The eerie tale takes the form of an arcade adventure and will be available from Ocean in October, priced £19.95.

INTRODUCING

MAD

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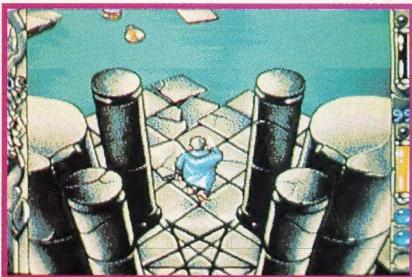


THE WORLD'S NUTTIEST SMALL SCREEN HERO IN HIS FIRST ARCADE ACTION CLASSIC

When the Professor is instructed to close down his five Laboratorys by The Lord Mayor or face being taken to the local Lunatic Asylum by Doctor Headbender, you can see he needs your help. You must guide the Professor through over 100 screens avoiding Mutant Monsters and solving strange puzzles in your quest to save his sanity.

- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the end level, the mystery Laboratory.
- Use the tool vending machine to buy more powerful weapons with the coins you collect.
- Avoid walking floppy disks, caterpillar micro chips, spinning laboratory flasks, molecular sculptures, walking joysticks..... too many to list.
- By Shaun Hollingworth creator of many hit titles including "Pac-mania".

TRIP THE LIGHT FANTASTIC



The old man's pretty peeved about the situation and it's up to you to rectify the situation and recover his phials and spells.

MYSTICAL MYSTICS

Congratulations, you passed your exams and you're now a novice magician. However, in order to finally make it to arch-wiz you'll have to pass an important chemistry exam. However, during your experiments you manage to blow away the very fabric of time. Normally a little mishap like this would be excusable but this time you've also caused the disappearance of all the phials and scrolls that the Great Wizard H has collected over the past three hundred and fifty years. Needless to say the old man's pretty peeved about the situation and it's up to you to rectify the situation and recover all his oddments. You will have twenty-four spells at your disposal and, boy, will you need them. Featuring cartoon-style graphics, *Mystical* is an alternative vertically scrolling shoot'em-up. The game will be available from Infogrames in December and will cost £24.99.

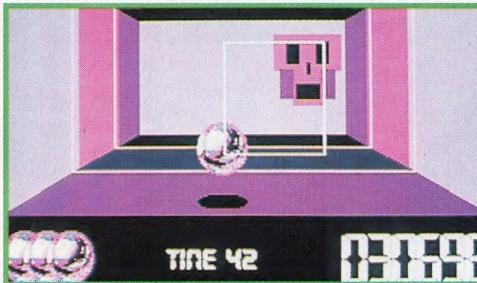


Mystical is an alternative vertically scrolling shoot'em-up featuring cartoon-style graphics.

Dear, dear me! Somehow you've managed to get yourself trapped in an endless corridor and it seems there's no light at the end of it. Still, if you can conquer the passages you may just escape. Controlling a translucent racket you must bounce a sphere through the tunnel. The ball will bounce off both the walls and the various obstacles scattered around the corridor. By collecting various shapes you can help or hinder your chances. The game takes part over seven separate tunnels, each one consisting of two parts. The corridors correspond to the colours of the rainbow and become progressively more difficult. Included with the game is a screen editor that will allow players to create their own tunnels. The Light Corridor joins Infogrames' other titles, Alpha Waves and Weltris in their Crystal Collection. The game will be available from September, priced £24.99.

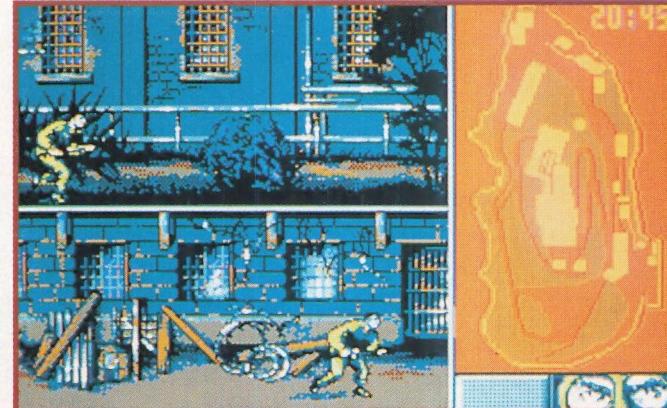


The Light Corridor is a subtle variant of the breakout theme. Bouncing the balls off the walls is conceptually simple, but in practice it's very addictive.



The Light Corridor is split into seven coloured levels, each becoming progressively more difficult.

DRUG BARON MAKES ALCATRAZ H.Q.



Having made it into the old prison complex your task is to eliminate Escobar, uncover damning papers and destroy his huge stash of coke.

The year is 1993 and a staggering 80% of the heroine and cocaine market is controlled by one man and one

man alone. Pedro Escobar's organization is strong and powerful and has managed to evade the authorities.

Since the 1989 earthquake that shattered San Francisco the island of Alcatraz was designated a forbidden area. It was here that Escobar set up his H.Q. With drug related crime reaching epidemic proportions, the CIA have decided to train two crack commandos to penetrate Escobar's lair. The main aim of the mission is to eliminate Escobar.

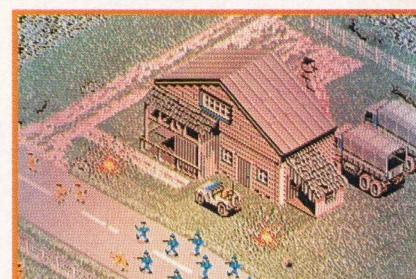
Alcatraz is basically Infogrames' Hostages 2. Players of the original game will love it. Featuring simultaneous two-player action, the game is non-stop action. Available from Infogrames, just in time for Christmas, Alcatraz is on the top of our shopping lists.

TITUS' REVOLUTIONARY GAME CONCEPT

Action Concept is a new idea from French publishers, Titus. The company have developed a game system whereby you can upgrade your games by simply buying extra action disks. "Nothing new about that.", you may well say. However, Titus' system will allow you to play completely different games with different scenarios, characters, graphics

and sound effects. The first installment will contain both the system disks and the first of the Action disks - Commando War. The system uses advanced 3D isometric graphics and incredibly detailed sprites. Commando War can be played simultaneously by two players. Each participant is placed in control of a troop of twelve soldiers. Both players have one

brief: to capture as much enemy territory as possible. During your skirmishes you'll attack enemy troops, blow-up buildings and bridges and ambush convoys. Future Action disks include Jungle, Conquistadors, Vikings, Future, Prehistoric, Trafalgar and First World War. Available soon from Titus, Action Concept looks pretty interesting.



It's all out war as you prepare to ambush an enemy platoon. You front troops create a diversion while the rest of the team lie in wait.

THE BIGGEST COMPUTER GAME EVER!

Everyone's favourite adventure producers, Sierra On-Line, are claiming another first. The prolific American software company are putting the finishing touches to their latest and greatest game ever. King's Quest V is nearly upon us and will take up a massive 10 megabytes of computer memory. However, as with most Sierra products, the ST version probably won't appear for quite a few months. Still, adventure freaks everywhere had better start polishing up on their skills as the new game will see the return of King Graham. Featuring some of the most advanced graphical techniques available the game will be the biggest and probably best Quest yet.

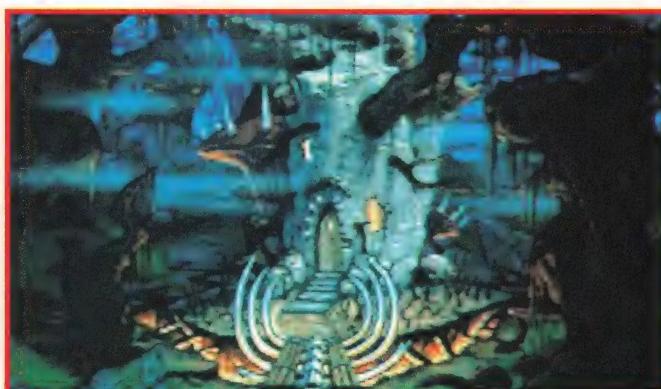
In the meantime, get ready to one again team up with the luckless space traveller, Roger Wilco. Space Quest IV: Roger Wilco and the Time Rippers will see our hero attempting to return to his home planet of Xenon. However, the Sequel

Police are out to get him and only with the help of a group of dedicated fans, the Latex Babes and the Time Rippers, will Roger reach his goal. Brought to you by the Two Guys From Andromeda, Space Quest IV will take you to places where no man has been before. Watch this space.

Hero's Quest II is also on its way. Subtitled, Trial by Fire, the game sees you in the mysterious desert cities of Shapeir and Raseir. Featuring the same role-playing type of gameplay used in the first installment, the game promises to be a big success. More news as we get it.

Sierra have planned a number of high-profile releases over the next twelve months. Keep your eyes peeled for news of King's Quest I and Mixed-up Mother Goose with new improved graphics and watch out for Rise of the Dragon, Heart of China, Red Baron, Keeping up with the Jones and Stellar 7.

King's Quest V is nearly upon us and will take up a massive 10 megabytes of computer memory.



Brought to you by the Two Guys From Andromeda, Space Quest IV will take you to places where no man has been before.



Subtitled, Trial by Fire, Hero's Quest II sees you in the mysterious desert cities of Shapeir and Raseir.

THE NEW BATCH



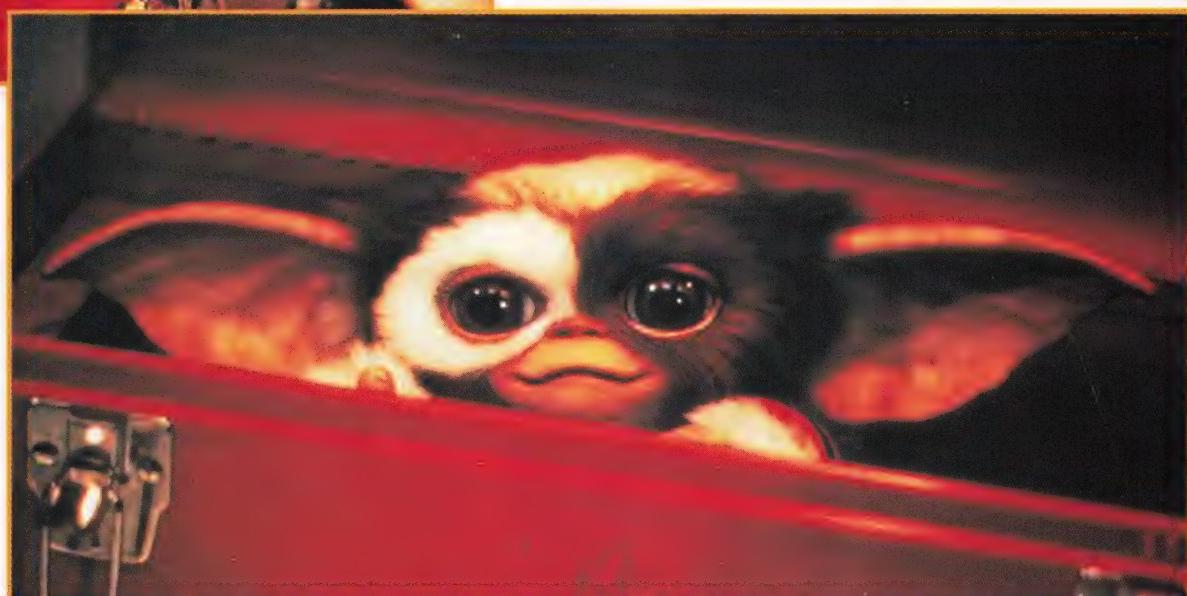
Who would have thought that something this cute could produce something this evil. Remember, NO Water

They're back! But you can't say you weren't warned; NO Water, NO Sunlight and definitely NO food after midnight! Having wreaked havoc on a small American Town, the Gremlins were finally defeated by Billy and Gizmo.

Now you might have thought that Stripe and his army of grotesque Gremlins are a barrel of laughs. However, when you're up to

your eyeballs in chaos, mayhem and mischief your only thought is to get rid of them. Once again the enormous task of cleaning up is left to Billy, Kate and the ever loveable Gizmo.

Elite Systems have fought off strong competition and managed to acquire the licence to Gremlins 2. The game is scheduled for an autumn release and will follow the storyline very closely. Hopefully the game will be released at the same time as the film, in the meantime - watch this space!



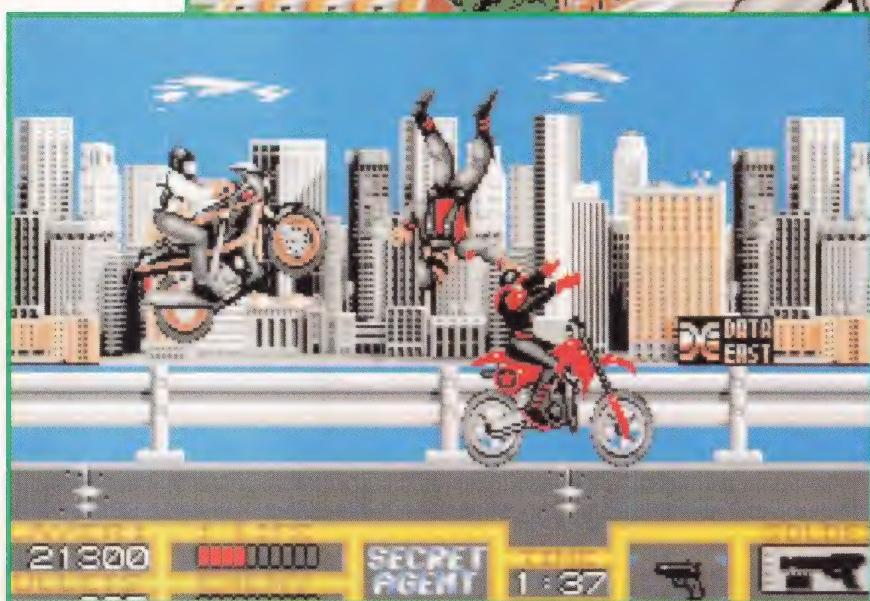
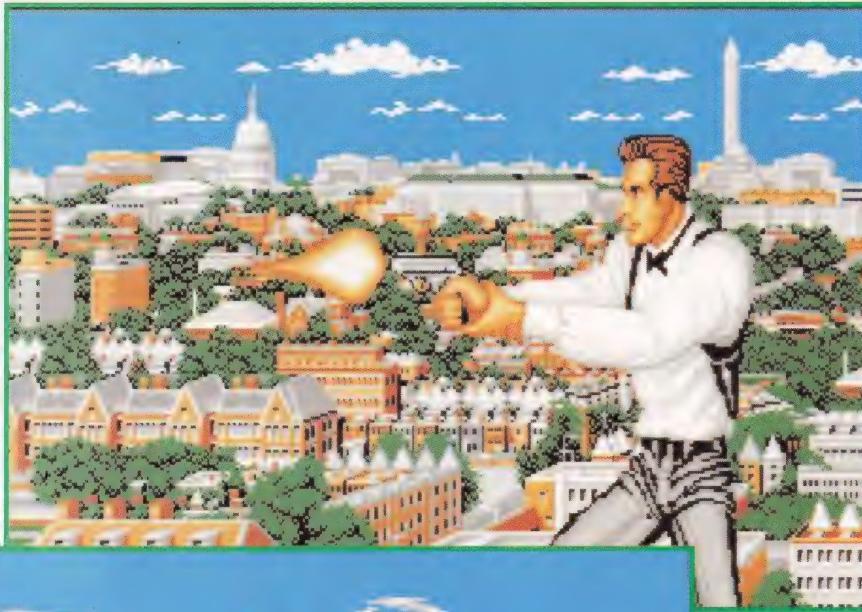
LICENCED TO THRILL

Ocean have undertaken the conversion of Data East's espionage extravaganza, Sly Spy, Secret Agent. The game will be available soon and involves you attempting to rescue a beleaguered nation from the oppressive regime of the

dastardly Council for World Domination. Ocean have successfully converted all nine of the original's levels and the action takes place in many varied settings ranging from a high-speed sports car duel to intense underwater guerilla

battle. One thing's for sure, you won't want to miss out on this one. Sly Spy: Secret Agent will be available at the end of September, priced £19.99. Watch out for next month's comprehensive review of the complete game!

Sly Spy involves you attempting to rescue a beleaguered nation from the oppressive regime of the Council for World Domination. Featuring nine levels you'll be called upon to perform many death defying stunts.



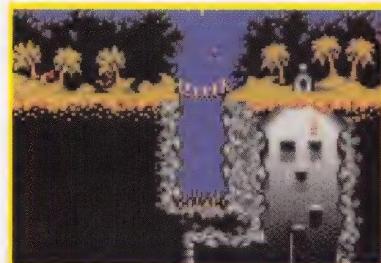
Riding your bike, you must stop a terrorist in a race against time. Along the route you'll be assaulted by other bike-riding thugs all intent on dismounting you from your vehicle. Using your trusty gun, you must stop their evil plan.

Gold of the Aztecs features over eighty trap-riddled screens which you must successfully negotiate before claiming the cured gold.



CURSED GOLD

U.S. Gold have called upon the talents of ex-Psygnosis programmer, Dave Lawson and the Kinetica team to produce a stunning arcade adventure called Gold of the Aztecs. The game features over eighty trap-riddled screens which you must successfully negotiate before claiming the cured gold. With over 9000 frames of animation, 1500 if which are used on your character alone, the game looks really impressive. Curse of the Aztecs is due for an August release. However, with all the strange events happening to those who have anything to do with the game you better wait for exact dates and prices.



With over 9000 frames of animation, 1500 if which are used on your character alone, the game looks really impressive.

MY NAME'S GLAMES, JOHN GLAMES

As mentioned last month, U.S. Gold have acquired the rights to publish Delphine's games in the U.K. Operation Stealth will be the first title to appear and is the second Delphine game to use the impressive Cinematique adventure system. You are John Glames and in a top secret mission you must travel to Santa Paragua to try and discover what has happened to the multi-million

dollar Stealth Fighter. With a wealth of hi-tech gadgets at your disposal you must out-wit South American dictators men, fool the KGB and escape with the Stealth.

Delphine have improved on the Cinematique operating system and Operation Stealth features many new enhancements. The game will be available from U.S. Gold in August and will cost £24.95.



In a top secret mission you must find out what has happened to the multi-million dollar Stealth Fighter.

A THOUSAND WAYS TO DIE...



More than 300 men have suffered terrible fates in pursuit of the untold wealth hidden in the Aztec Tomb of Quetzalcoatl. For 400 years no-one has dared to take up the toughest challenge man has ever known, despite the promise of riches beyond imagination. The ancient Mexican treasures are protected by the most evil forces in an underground world of hostile creatures and traps.

Your name is Bret Conrad, and you're not like other men. Your Special Forces training and Vietnam combat duty have made danger a way of life. But this time the odds really are stacked against you. If you succeed in stealing the greatest undiscovered treasure of them all, it'll be a miracle. But be realistic—in the Land of the Aztecs, gold is the passion . . . but death is the probability!

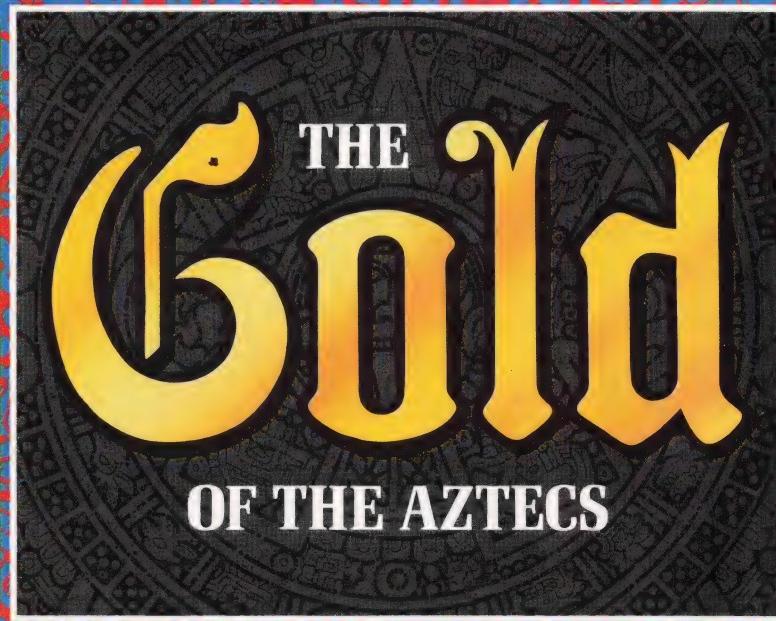
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Kinetica

U.S. GOLD

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Holford, Birmingham B6 7AX.
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VISIT THE LAND OF THE AZTECS!

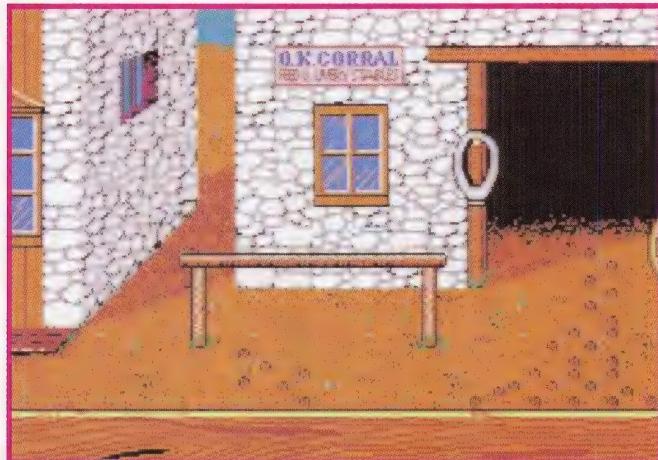
We think this game is one of the toughest action adventures ever devised. That's why we're giving away the trip of a lifetime to visit the Land of the Aztecs in Mexico next Summer.

To win you have to beat all-comers in

THE
GREAT AZTEC
GOLD RUN!

SEE BOX REVERSE FOR DETAILS.

OCEAN SIGN UP BILLY - WE KID YOU NOT



The O.K. Corral, the scene of the famous gunfight and Billy's death. Still, that's not going to happen this time, is it?

The game features a wealth of characters. All are very nicely animated.



Mancunian software supremos, Ocean, are to release a game featuring the infamous Wild West hero, Billy the Kid. Ocean have also called upon the talents of adventure game specialists, Level 9. The game will take the form of an arcade adventure and you will naturally be called upon to play the role of young Billy. Apparently the game will be very much in the mould of the traditional Cinemaware games. Together with the rest of the Dolan gang, you will have to find your way around Lincoln County, robbing banks and holding up trains.

Naturally, the local inhabitants aren't too pleased with your exploits so along the way you'll encounter a number of law enforcement agents (that's sheriffs to you) such as Pat Garret (a marshal who in real life didn't die at the hands of Billy, he was shot whilst on the toilet!). Of course, should you become too good at playing the Kid, you'll be able to swap roles and chase the young whippersnapper. Billy the Kid will be available at the end of September and will cost £19.95. More details as we get them!



When not robbing banks or holding up trains, young Billy likes to spend his time at the watering hole - yeeha!

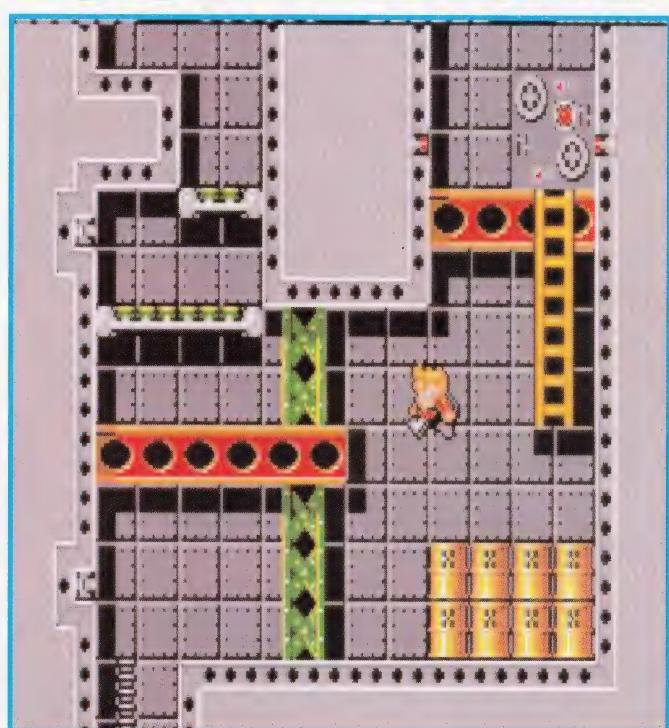
DANGEROUS SOFTWARE

Remember the intrepid hero of the classic Firebird platform game? Well, he's back! Yes, Rick Dangerous is to once again wing his way to our computer screens in the sequel to his archeological adventures in the form of the imaginatively titled, Rick Dangerous II. Kitted out in his new-look Flash Gordon outfit, our hero will have to make his way through five alien-infested levels. With a

whole host of options, traps and puzzles Disk Dangerous II looks to be every bit as good as its predecessor. However, with improved graphics and gameplay both the game's programmers, Core Design, and MicroStyle are hoping it will be even better! Rick Dangerous II will be available in October and will carry an asking price of £24.99.



Kitted out in his new-look Flash Gordon outfit, our hero will have to make his way through five alien-infested levels.



With a whole host of options, traps and puzzles Disk Dangerous II looks to be every bit as good as its predecessor.

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THE LETTERS DESK

Now it's your turn. What have you got to say for yourselves?

What do you feel about after-sales service?

Do you feel that today's software offers value for money?

Just what would you like to see in ST Action?

If you've got any views, comments, or questions then drop us a line.

Don't forget the most thought-provoking letter will win its writer the game of his choice. Get scribbling! The Letters Desk, ST Action, Interactive Publishing Ltd, Europa House, Adlington, Macclesfield, Cheshire, SK10 4NP.

SINGLE-SIDED USERS UNITE

In your last issue (June edition), one of the games you reviewed was Elite's conversion of Capcom's arcade game, Ghosts'n'Goblins. I must admit having not read the review in full. I couldn't see any mention to this particular game being only suitable for double sided machines, as stated on the front of the box. I only wish to bring this to your attention for the benefit of your other readers who only have machines with single-sided disk drives to avoid disappointment and possible expense in having to return the game due to its incompatibility. I have spoken to Elite and there are no plans to provide a facility for single-sided drive Atari owners.

Secondly, I was on the verge of updating my present machine to the new STE. But I'm now having second thoughts after reading a reader's letter in the current issue of your publication. It would seem rather pointless in buying a machine with its new enhanced features only to find half my software becoming dormant. Prior to the STE becoming available, speculation was that the enhancements would be included on new published software but would still be acceptable for the new machines. If this is not the case, is the problem mentioned above with the Ghosts'n'Goblins game going to be a common occurrence for us unfortunate single-sided drive owners?

**David Hopewell,
Ilkston, Derbyshire.**

The problem with single-sided disk drives seems to be one that just won't go away. In the past companies have produced ST games on single-sided disks only. This way all ST owners can play the games. However, this process does mean that the games take up twice as much disk space, thus costing the software houses more money in disk duplication. Obviously, as the number of single-sided disk owners dwindles it makes it more cost effective to produce games on double-sided disks. Although this isn't too much of a problem at present, I guess the number of instances when this happens will grow.

In answer to your second question, I don't reckon it's worth updating to an STE as

many of your games probably won't work. If you really want to upgrade, try and buy an STFM, these have double-sided disks.

OWNER TO BE PONDERS

Now being on the threshold of becoming an Atari owner, I'm beginning to feel a bit miffed about my choice of ST. Having been exposed to computers since the age of nine I've been a constant computer freak and fascinated by the whole media. The early eighties saw my uncle getting a Sinclair ZX81, and since then my whole life changed (no, please don't laugh, I was only nine!). The next ten years saw me upgrading to a 48K Spectrum and then to a 128K Spectrum.

Now, having contemplated buying an Atari for two years, I have sold my Speccy and am prepared for the ultimate upgrade from eight to sixteen bit. I learned heard that Atari were going to release a super upgraded version of the ST so I waited until the STE was available.

I sent off for the STE Power Pack and began my wait. During my time without a computer I decided to buy your magazine and it was while I was reading Darren Farman's letter that I began to question my choice of machine. The catalogue from which I purchased the computer didn't mention if it was the STE Power Pack (which I assumed it was) or maybe the STFM Power Pack. Having read your reply, I was left wondering whether games such as R-Type, Xenon, Overlander and Bombuzal that come in the Power Pack actually work on the STE. Your reply to Mr. Farman suggests that these games will only work with the STFM. I would really like to play the likes of Carrier Command and F16 Combat Pilot but it seems these games won't work on the upgraded machine. Will such games be modified to work on the STE or is the machine a white elephant?

**David Knox,
Ballmoney, N.Ireland.**

There are two different Power Packs and it's really a question of luck as to which one you get. However, I'm pretty sure that all the games that come in the STE Power Pack do actually work with the STE. Unfortunately many games do not and I

believe that you are ultimately better off owning an STFM as there are very few companies who are planning to produce STE specific games. Compatibility will always remain a problem so my advice is to go with the flow and choose the more common machine.

COMPETITION CALAMITY

Reading through your magazine I noticed that you have changed address. Having read your new address I felt a bit of *deja vu*. Where have I seen that address before? I kept wondering until a few days later I just happened to be reading through my STOS manual and there it was! Mandarin Software's address is identical to yours! Could this be true? Could my favourite magazine crew be working in the same offices as Mandarin Software?

Here's another query: I was plating your dragon's lair competition in your last issue and I managed to find all the words from the word pool except "Barnacle Bill" and *ST Action*". The only time I found the letters S and T together is from the second line up from the bottom.

So could my eyes be deceiving me? Has *ST Action* finally made a proper goof up?

R. Greenhill,
Ilford, Essex.

First off, yup! Yes we do co-exist with Mandarin software. You see, once upon a time there was Database Publishing. Now they decided to branch into publishing and so Mandarin was born. In the meantime, Gollner and part of Database joined to form Interactive and we all lived happily ever after at Europa House, ahhh!

As for the competition, Yup! We really goofed it up. Now, when I glanced over the page proof everything was okay but somehow during the printing the far right-hand column of letters went absent without leave. Obviously I took the rapp and I've let all the readers have an extra month to send in the entries. However, don't work about the anagram as the letters you need are still there, good luck!

HERE'S YOUR STARTER FOR TEN

I was wondering if you could spare a few moments to read this letter and answer my humble question.

1. Is *Shadow of The Beast* available for the ST and will *Beast II* be converted?
2. I agree with the Topazian Necromancer and Billy Delaney that PD software should be featured in your magazine. I am a young teenager and only receive £1.50 pocket money (subtle hint, mother!) So it takes me a long time to save up for full-priced games, even with the handy mail-order companies.
3. Have you seen the classified ads section in the likes of *Crash* and *Zapp64*? I

think you should take on the same idea with sections such as: Wanted, For Sale, Pen Pals etc. After all, it does seem popular.

4. Why haven't you printed my New Zealand story warp-hole tips? I sent them over a month ago with some *Blood Money* cheats. Sorry, the *Blood Money* cheats only work on the Amiga.

5. I'm listening to *Mind Games*
6. *Xenon II* is easy.

7. Give the *Troll* more room.

8. Cheorio!

H. Coull,
Solihull, West Midlands.

1. I've seen the ST version of *Shadow of the Beast*, it'll be out pretty soon. Yes, there is a chance that *Beast II* will appear, but only when the programmers have finished the Amiga version.

2. We are currently exploring ideas about reviewing PD software. Expect to see something on these cheaper alternatives pretty soon.

3. Classified ads are alright when the services and goods advertised in them are legal. Only too often do such adverts promote the distribution and copying of software. Therefore, we do not plan to run such features in *ST Action*.

4. We haven't printed your New Zealand cheats because they are rather old and as for your *Blood Money* cheat, well?

5. I guess someone has to.

6. Yes, I suppose it is if you use an autofire joystick.

7. More room? Aren't eight pages enough!

8. Goodbye!

TWO SMALL POINTS

I have only two points to query about.

1. I own an Atari 520STE and I mail order most of my games, but before I do this I have to think very seriously whether I am willing to waste my money because the game won't run on my machine. Therefore I feel you should mention whether a game will run on an STE when you review it.

2. I have two friends. One owns an Amiga, the other an Atari STFM. They both have Cinemaware's *T.V. Sports football*. The Amiga version comes on two disks while the ST only one. Surely this means that the ST version could have the extra graphics too.

Andrew Turner,
Mytchett.

1. We are currently planning to re-vamp *ST Action*'s reviews and we will be informing you of STE compatibility. 2. *T.V. Sports* could have had the extra graphics but I guess it would have meant too much extra development time and more importantly too much extra disk swapping.

Finally, I believe that *Boxing manager* does work on the STE.



A
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EXPENSES

DATA BANK

DISKMANIA!



With the re-introduction of game consoles comes a thirst for the more traditional style of arcade entertainment. This month, we feature no less than three brilliant platform style games, each an individual and each great fun to play. So, is it bye-bye stunning graphics, hello again good old fun and entertainment? Read this month's thrilling Diskmania installment, weigh up the evidence and argue the toss!



Is that a joystick I see before me? Of course it is you silly fool, now stop prattling about and tell them about this month's exciting coverdisk!

Compiling your ST Action feature disk and Diskmania editorial, I often deal with projects which are due for release two or three months

in the future. So I keep in contact with software design houses who are beavering away to reach deadlines, and time just shoots by. What ever happened to the summer?

Collating the hottest disk feature, month after month for you avid STA fans is certainly a full-time job. But it's really great meeting the unsung heroes, namely the game designers, programmers and musicians who would otherwise silenced by grey-suited 'nanas who describe games as 'product'.

EXPANDING MINDS

This month, my student railcard got me to London to meet three great Liverpudlian characters who make up the new design team, Expanding Minds - let's hope their heads don't get to big. I lunched with the guys at a trendy riverside restaurant - it took ages to find a place that took luncheon vouchers. Anyway, they told me about their debut project, Flip-it 'n Magnoze (Up and Away) which is a truly brilliant platform game. Then, last week, a zealous Intercity 125 whisked me and my breakfast to the windy city, Rotherham, to check out the design group Teque and its new publishing label Krisalis. By coincidence, they're also working on a platform game which is called Mad Professor Mariarti - set to be a classic arcade game with a 90's kick.

The compass needle faced North once more as I trekked off in the direction of Sheffield. Proving their as sharp as knives crafted in Sheffield steel, Gremlin's exciting and stunning game, Venus, can be experienced on

this month's ST Action feature demo disk. Meanwhile, the Assembly Line are currently fine-tuning Audiogenic's re-release of Helter Skelter and this can also be tested on your fantastic STA floppy.

FULL CYCLE

Over the past two years, we've seen a full cycle in the style of computer entertainment. With sixteen-bit capabilities, game designers channelled their full energy into graphic and sonic advances. But these games were little more than technical showcases and actual game content seemed of secondary importance. But since the re-emergence of arcade quality game consoles, there's a return to the traditional ideals of fun and addictive gameplay and cute arcade characters. This change is demonstrated in this month's demo disk which features no less than three platform style games. We at STA are thrilled that gameplay and content has been firmly reinstated as the most important aspect of a game, what do you think?

COVERDISK FAULTY?

Firstly, don't forget to set your STA cover disk to write protect before using it! Now we can't guarantee that all of our cover disks are 100% fault free. The odds against you actually having a faulty disk are pretty slim but if you think you have a genuine problem then send your disk to:

**STANLEY PRECISION DATA SYSTEMS,
UNIT F, CAVENDISH COURTYARD,
SALLOW ROAD, WELDEN NORTH
INDUSTRIAL ESTATE, CORBY,
NORTHANTS. NN17 1JX.**

COVERDISK SPECIAL: QUICK START

DISK SIDE ONE

•FLIP-IT 'N MAGNOZE - IMAGWORKS

Insert your Action coverdisk into your disk drive and turn on the power. The desktop should appear with three windows already open. Locate the program icon labeled, FLIPNMAG.PRG and double click on the mouse. The game is joystick controlled.

•MAD PROFESSOR MARIARTI - KRISALIS

Boot up your machine in the same manner as mentioned above. Find the file named, PROF.PRG, select it and double click over it with the mouse. After a short load-time the game will be ready to play. Control is solely via the joystick in port 1.

DISK SIDE TWO

•HELTHER SKELTER - AUDIOGENIC

Having booted up your computer in the usual manner double-sided disk owners will be able to access side two of the Action coverdisk. Point at the folder icon named SIDE2 and double click. Next, locate the program called HSDEMO.PRG and double click. The game will load quickly and is controlled via the mouse.

•VENUS - GREMLIN

Find and double click on the program icon, VENUS.TOS. While loading the screen will flash blue and white while the game loads.

ST ACTION GAMES DISK
SPECIAL FEATURE

The Imageworks label has forged a strong reputation for quality and originality. Now, three Liverpool lads, collectively known as Expanding Minds, have joined the distinguished club of game designers who have made this label so successful. Flip-it n' Magnose (Up and Away) is the most original and exciting angle on the platform theme that we at STA have seen for a long time. The lads are a bundle of laughs and the game is great fun. So here's the tale of how they got the game together.



FLIP-IT 'N MAGNOSE

Flip-it 'n Magnose (Up and Away), is billed as: 'Imageworks' cutest release yet.' But this game is more than just cutesy pie characters and jolly japes. A combination of truly ingenious puzzles, wizard graphic art and animation, interactive backdrops and many highly original features conspire to make this Imageworks's best arcade jaunt since the brilliant Xenon II. Not only that, Flip-it features simultaneous, dual-screen action - a first in fast-moving platform action. The tongue-in-cheek scenario explains how Flip-it n' Magnose are two citizens from Mars who have been chosen to go to Earth and bring back water to their dry and desolate planet. Although our heroes are mates, the rewards for collecting the most water are great. So, whether you are playing against the all-too intelligent computer-controlled opponent or a fellow mortal, it really is a hotly contested competition.

WATER WATER!!

To play this great little number from Imageworks, boot up your ST Action demo disk. Flip-it n' Magnose features on Side 1 of the disk and so double click on the file marked Up and Down. PRG. As described, your objective is to collect water and, in the level which features on your ST Action disk, Flip-it n' Magnose, the two parched Martians, have parked their flying saucer in a jungle. The screen shows Flip-it n' Magnose at the top of the jungle where your natural adversaries are apes, snakes and other jungle beasts. So the race begins to collect the most water as you move your thirsty aliens around with joystick control and look out for ways of collecting that water.

Use your initiative to work out certain puzzles - it's not a simple case of collecting droplets of liquid. You must collect certain

objects and use them for the right purpose, work out puzzles and interact with various characters. You might even have to get an object off one character and give it to another. Avoid contact with vicious animals - perhaps those nut crackers might keep that gorilla occupied? Mind those traps laid by your opponent - there's nothing more infuriating than losing your hard earned water. The icons at the base of the screen display the traps you have in your possession and pressing the firebutton for a couple of seconds enables you to select the trap or feature. For example, when planted, the fire icon dehydrates your opponents water when he lands on the fated platform. Meanwhile, leaving a few cubes of ice around freezes his assets, literally. Above these icons is a display which shows the objects that you have collected and you can select an item in the same way.

BOOBY TRAPS

In the final version of the game, your quest for water takes Flip-it n' Magnose through Jungle terrain, over a mountain and into civilization. Here, they must try and take water from a sleeping farmer. Then it's up a precarious tower for our keen martians and then into a factory environment. Finally, our water prospectors enter a rocket base and from here they can plot their escape back to Mars. Along the way, the aliens can call into shops to buy weapons, using food that they have collected as currency. With the traps purchased in the shops, you can booby-trap platforms for your opponent. For example, a firebomb left on a platform will dehydrate the water he has collected, or a strategically-placed water grabber will take the water from one alien and transfer it to the other. Flip-it n' Magnose is as much a strategy as it is arcade action and the ingenious puzzles require a great deal of lateral thinking.

The computer-controlled opponent is gifted



Way down deep in the middle of the jungle. Mind those wild animals - perhaps those nut crackers will keep the gorillas happy?

Expanding Minds, Clockwise
from the top. Graphic artist
Miles Cowie, designer Martin
Paton and programming boff
Bobby Earl.



with great intelligence and reacts swiftly to your movements and decisions. But it's the puzzles which have star-billing in this game and the interactive backdrops are really rather special.

EXPANDING MINDS

The three young Liverpool lads that make up Expanding Minds are team leader Martin Paton, programming boff Bobby Earl and crazy graphic artist Miles Cowie. I soon discovered that what this youthful team lacked in experience they more than made up for with their enthusiasm, ability, flair and darn right cheek. Collectively, 'Flip-it' is the team's first release, and what a debut project it is. Martin summed up 'the Mind's' brief history: "I had no experience and no track record. But I was determined to get into game design. Anyway after a month knocking on doors and being turned away, one software house took an interest in the work I had prepared. Unfortunately, the week I joined them, they went bust. For a while, I got involved in desktop publishing, setting adverts and stuff. But that bored the pants off me and so I tried my luck with the games industry again."

This time, Martin decided to go it alone. He continued: "I looked at the kind of stuff that was being released and came to the conclusion that the fun aspect of computer games seemed to be taking second place to graphical effects. So I thought it was time to start drawing up plans for a totally fun game. I based the game around the technique of splitting the screen vertically, with separate action going on simultaneously in each half. To my knowledge, split screen has never been used in a platform game before. I then worked on integrating parallax scrolling, which was all the rage a while back. To my surprise, I discovered parallax could run completely separately with the split screen technique."

The project started to evolve and Martin working on specific features such as weaponry and booby traps. But he needed some help with the characterization and animation. He continued: "The game was really beginning to take shape, but the work load was getting too much for me and so I got a team together." Miles and Bobby joined Martin on the project, and what started off as a few good ideas started to evolve into a possible chart buster. Graphic designer, Miles Cowie, continues the account:

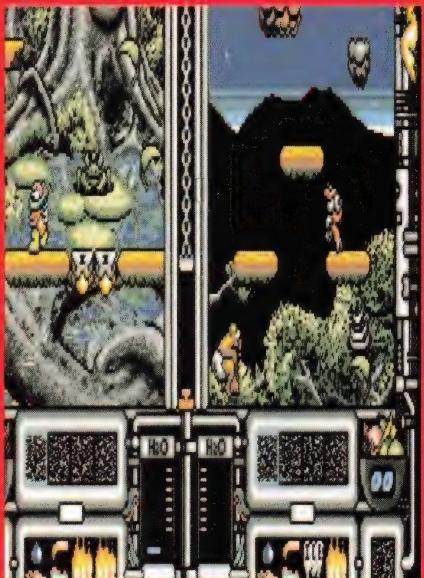
"My background is cartoon-style artwork, and I spent my time designing some crazy characters and scenery. Then I interpreted the pencil-drawn designs with computer graphics." Using, basic art tools, Miles has produced some of the most hilarious characterizations I've seen in a game, and the quality of backdrops is second to none. The coding and mapping was down to Bobby Earl. Bobby described his part in the project: "We soon realised that we could work well together, and it's my job to take any ideas and integrate them into the gameplay. Really, it's the programmers job to get the whole game moving and synchronized. You may have the best graphics in the world, but if the gameplay and game content fall down, you've wasted your time."

Although Flip-it n' Magnose comes under the large platform game umbrella, there are numerous ingenious features which set it apart from the mainstream. Martin continues: "The split screen is a first in platform games and I really think this feature enhances the enjoyment and competition of two-player action. Also, I think the interactive backdrops really make the game quite unique." Expanding Minds maybe unknown, but judging by their first game this anonymity will be short-lived. Remember the name, Flip-It 'n Magnose, and play the game - it really is something special.

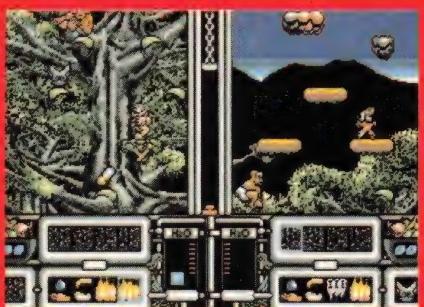
UP, UP AND AWAY!



Sneak up and take the egg, while the bird isn't looking, it'll make a nice lunch for something in the deeper parts of the forest, and you may earn something in return.



Somebody out there is watching you! You'd be wise to find out what they want.



Into the jungle, Flip-it lays a dehydrating booby trap for Magnose.



Flip-It returns with the water, while poor Magnose is left stranded and parched in the middle of nowhere.



The design group, Teque, have produced some cracking games for some of the top publishers.

Now, under the guidance of Teque chief, Tony Kavanagh, they are set to publish their high standard of computer entertainment under their own label, Krisalis. With a number of projects strewn across the drawing board in various stages of development, Kavanagh and co are pleased to present ST Action readers with an exclusive peep at one of these games, Mad Professor Mariarti, which is due for release soon.



PROFESSOR MARIARTI

Mad Professor Mariarti is the first game to be produced and published by the Teque/Krisalis group. In this state-of-the-art platform romp, the Prof is a completely potty inventor, whose mansion is full of crazy inventions. Moriarty's contraptions have infuriated his neighbours, and they're particularly concerned by his latest hair-brained machine, a nuclear reactor - understandable really! So the neighbours appoint a psychologist, Dr Headbender, to confirm that Moriarty is as screwy as a rook. You take the guise of Moriarty and your task is to shut down all of the machinery and make the house safe in order to try and prove your sanity. If you fail to shut down all the machines, then you are locked in a padded cell with nothing for comfort save a straight jacket.

THE COMPUTER LAB

Teque have maintained the fun and addictiveness of traditional platform action and combined this with state-of-the-art graphics and the latest arcade game features. Interactive background graphics and animation play a major role in the game. For example, there are switches which can be thrown and can have an effect at that moment or much later on in the game in a completely different location. In the released version of Mariarti, each level contains a series of rooms which are entered through doors at the beginning of the game. There are four levels which can be attempted in any order, but a fifth can only be entered when you have completed the other four. Each of the levels has a different theme, and in the playable demo which features in your ST Action demo disk, you must shut down Moriarty's rather dangerous computer lab. Read on to find out more!

In order not to give too much away about Mad Professor Mariarti, Teque/Krisalis would like to emphasize that the level in this demo is not completable. Therefore, whilst you can enjoy a taster of the arcade action, you will not be able to fulfill the main objective which is to switch off the system. To play this great demo of Mariarti, boot up your ST Action front-cover disk, double click on PROF.PRG and enter straight into the computer lab. Normal computer hardware, software and add-ons have turned into evil adversaries, which is an indication that the Prof has been up to some pretty potty experiments. Computer ribbon cables swirl about swinging their RS232 plugs like bolacs. Meanwhile, various bits of machinery spark and light up and this dodgy circuitry is potentially lethal.

As described, in the final version of the game, the objective is to shut down the room. But although the shutdown switch will be visible at times, you will not be able to reach it in this working profile demo. You can travel through all eighteen screens in the computer lab level and battle through a quite hectic attack from a variety of computer-related objects. Microchips and floppy 'hard' disks batter the prof, but some protection and retaliatory power can be sought at vending machines which are scattered throughout the game. With tokens which can be collected during the course of the battle, you can beef up your weaponry. In the final version of the game, a powerful laser gun can be bought, but this doesn't feature in the demo.

Running, jumping and ducking, you move the Professor across platforms and conveyor belts and up and down ladders. Remember, everything that flashes and sparks will either kill you instantly or seriously sap your energy. At the base of the screen is a status display in the form of a bubbly flask. Remember, a nice warm padded cell awaits all who fail - good luck!

The Teque factory was stuck in overdrive producing some excellent games which



From left to right: Matt Furniss, Shaun Hollingworth and Dave College set out to make Moriarty a really fun game - they've certainly achieved their objective.

MADNESS, MADNESS, THEY CALL IT MADNESS!

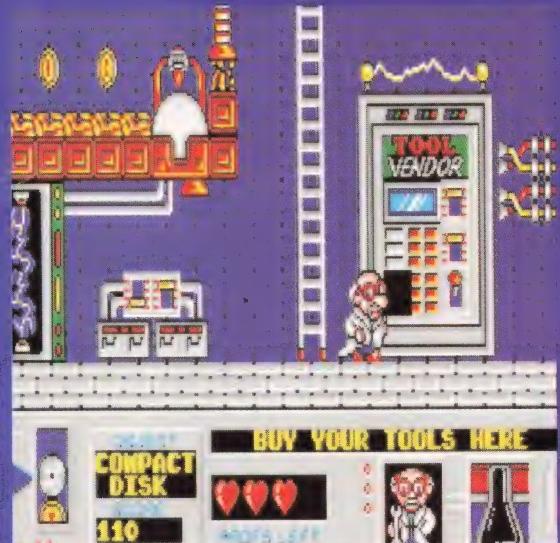
In the computer lab, ribbon cables inch along on their RS232's, and a whole bunch of crazy add ons attack the crazy prof.



The prof takes time out to beef up his weaponry at a handy vending machine. In the computer lab level, you will only have spanners to throw. But in the final version, an all-powerful laser guarantees success as you struggle to shutdown this crazy series of experiments.



In the biology lab the desperate Moriarty is set upon by mutant caterpillars, while molecular structures attempt to cling to our academic.



In this daft world, floppy disks don boxing gloves to batter the prof. But remember, if you fail, there's a nice padded cell waiting for you.

encompassed a variety of themes and game styles. Tony Kavanagh and his rapidly expanding ranks of programmers and graphic artists have been responsible for some of the best coin-op conversions and license games released over the past couple of years, including the award winning Pac Mania, stunning race action in Continental Circuits and Chase HQ. Also, their ability to integrate original game concepts and styles, whilst maintaining the character and appeal of the license portrayed, made them the first choice for license games. This was illustrated well in Thunderbirds and the Flintstones. But Teque's ingenuity and technical ability was curtailed by certain publishers, who insisted that they stick to stringent and unyielding guidelines. Add to this a yearning to get away from the factory-like existence of coin-op conversions and limiting licenses, and you can see why Teque opted to go it alone.

MARIARTI MEN

A three man team has worked solidly for four months to produce Mariarti. Game designer Matt Furniss, graphic designer Dave College and graphic and music composer/layout mapper Shaun Hollingworth had one objective, to make this a totally enjoyable and fun platform. Shaun has been involved in game design for years. His long list of credits go back to Percy the Potty Pigeon, Grumpy Gumphry and the martial arts romp, Way of the Tiger. The

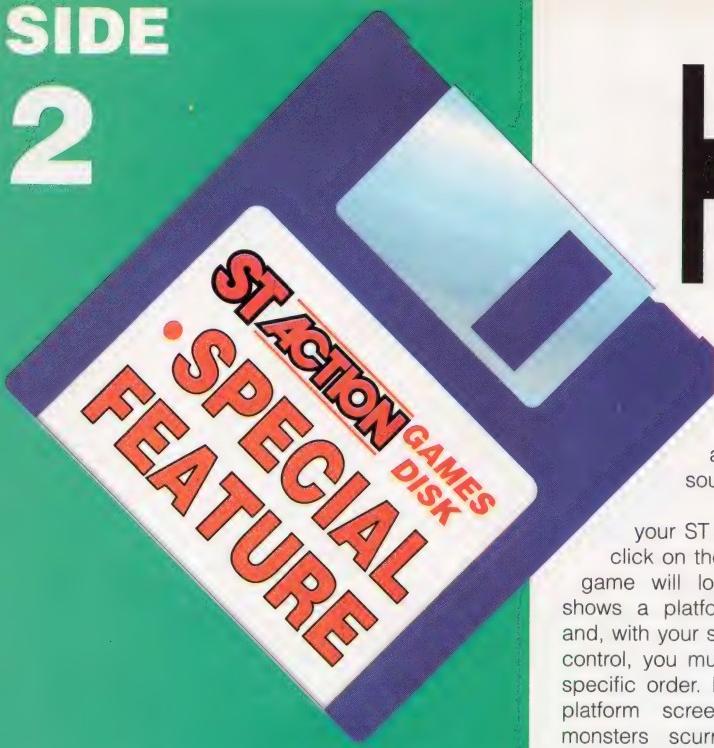
team joined forces to produce a series of games including Bounder, Trail Blazer Auf Wiedesen Monty, Death Wish III and Future Knight. When Teque was formed, Shaun was involved in Terramex, The Flintstones, Pac Mania, Manchester UTD, Thunderbirds and Toobin. Did he ever tire of computer game design? "No, we're so busy, there's just no time to get bored. Mariarti has been great fun to make because we had full creative control. Whereas in the past, we were working on instructions from the publishers." Shaun described Mad Professor Mariarti. "In the past, I've been called Mad Professor, 'cos I was always working on some experiment or project. So we thought a really whacky academic would make a great character and his crazy inventions gave us a lot of scope."

Game designer Matt Furniss is no less experienced in game designer. I asked Matt if he thought Mariarti was much different to the numerous platform romps already on the market: "I think even though there are loads of platform games on the market, the theme has such a lot of potential and it's more popular now than ever, which is probably due to consoles. With Mariarti, we wanted to prove that arcade quality graphics and sonics and real arcade addictiveness and can be achieved on sixteen-bit." Although Mariarti is a variation on perhaps the most exploited game theme, it's teeming with up-dated features, as graphic designer Dave College describes. "Not only does the joystick control the main

character, it also accesses special commands and inventories so that you don't have to take your mind off the game and search around for key commands. Pressing fire continuously and moving the joystick up and down scrolls the inventory."

FINISHED VERSION

Shaun outlined the finished version of the game. "As you know, the computer lab is full of nasty computer equipment. But there's also a chemistry lab full of molecule structure men glass, flasks and a mutant caterpillar from the biology lab. Not to mention the man-eating plants and venus flytraps. There's also a space rocket development level which, of course, features the obligatory space invaders and satellites and, throughout the game, there's loads of puzzles to solve." If the Mariarti men wanted to show that a home computer could run platform games as good as consoles, then they have achieved their objective. Shaun concluded: "We wanted to insure that this was classic arcade fun, which we reckon has been neglected just recently. We might be accused of sticking with tried and trusted formulas but we reckon Mariarti is more than justifies itself. Sure it's traditional arcade but it also runs at fifty frames a second, has interactive backdrops, and many of the antics and situations have never been seen before in a computer game."



Helter Skelter was first designed quite some time before The Assembly Line was actually formed. But so addictive and fun to play is this game, that Audiogenic are ready to re-release it on an arcade-hungry world. Fun's the name of this game and The Assembly Line, in association with Audiogenic, have prepared this three level taster of Helter Skelter to whet your appetite. So here's your chance to find out what 'The Line' has been up to and then enjoy the demo.



HELTHER SKELTER

No daft scenario required for this highly-enjoyable arcade game. Quite simply, the trick is to gain control over a ball and make it bounce where you want it to - sounds easy doesn't it!

To load the game, boot-up your ST Action demo disk and double-click on the file marked H.S PRG and the game will load automatically. The screen shows a platform perspective game screen and, with your spherical protege under joystick control, you must eliminate the monsters in a specific order. Each screen shows a different platform screen design with the various monsters scurrying, lurching and shuffling around. As you take control of the scarlet sphere you must look for a victim to bounce on. Rather conveniently, an arrow appears above one of the monsters and designating which blighter must be trounced. As you bounce on an enemy, you eliminate it from the level and gain a handsome bonus which doubles with every monster you bounce on.

THE CHASE BEGINS

So, the chase begins with you bouncing up the platforms with precisely-timed firebutton taps. But as you might expect, the ball is rather difficult to control with joystick, and so even getting within striking distance of an enemy takes some skill. As described, the enemy must be eliminated in a specified order and, not only that, if you bounce on the wrong enemy by mistake, the fiend splits into two baby monsters which quickly grow into full-size monsters.

In true platform tradition, there are collectable objects and bonuses including tokens which spell out the word E.X.T.R.A. and

give an extra life. Also there are power-ups which momentarily render the monsters rooted to the spot so that you can bounce all over them at will. Meanwhile, collecting a lightning flash makes all of the monsters vulnerable so that you can squash them in any order you want. There's also a two player feature in which two players can help each other or compete, by breaking their partners bouncing sequence and taking over the points run. So the art is to keep in play as long as possible.

The screen raps around on all four sides, unless there's a platform in the way. So if you're after a specific monster, you can disappear off at the top of the screen and surprise him at the bottom - but be on your guard as the monsters can also do this. By the way, the sampled speech is actually the dulcet tones of the game's author.

ASSEMBLY LINE

When four of this country's top game designers become one software house, you can bet they're going to come up with something a bit special. This is certainly the case with the Assembly Line who, since receiving recognition for some excellent coding in the Bitmap Brothers' Xenon II, have gone on to forge themselves a mighty reputation as a leading design house.

Games like the excellent pipe construction puzzle game, Pipemania, the technically-superb Interphase and the graphically unique E-Motion, have earned them the reputation for outstanding quality and originality.

Recently, I spoke to the 'Line's Jon Dale, designer of Pipemania, and I asked him how four individuals, who were successful in their own right, came together? Is there enough room for all those egos? "We've worked



The Roy Orbison appreciation club assemble in the park for a rendition of 'Pretty Woman'. The Assembly Line ponder on the meaning of life, the universe and ideas for their next arcade smash.

together on and off for years. Then, about two years ago, each of us was embroiled in some high profile and complex projects, and we decided to get together and help each other out. Martin was coding Xenon II, I was working on ideas for Pipemania and Adrian Stephens was mid-way through Interphase. When we got together, we just helped each other out and we soon realised that we worked well together. So the obvious thing to do was form an Assembly Line."

Jon's contribution to the pot was Pipemania. He described how he came up with the idea: "I used to drive past this oil refinery on the way to work. There was this plexus of pipework running along the side of the plant and I wondered what they would do if there was a leak? Pipemania just developed from that idea. The basic game took about a week to put together and then I pedalled the idea around. Lucasfilm in the States were really enthusiastic about it. They helped with the design and I spent a lot of time at the Lucas ranch working on the game." Pipemania success is set to continue as it's about to be released on Nintendo and Gameboy.

GETTING E-MOTIONAL

After Pipemania came E-motion, a graphically stunning game designed by graphics supremo Adrian Stephens. Jon continues: "Adrian deals with the whole aspect of graphic design with mathematics. To achieve the effects in E-motion, he designed a program for the Archimedes which would describe all the details of a sphere. Then you could leave the computer and it would draw the sphere perfectly. The result was spheres which were so perfect that they could never have been hand drawn."

E-motion was one of the most graphically unusual games we at STA had ever seen. But the gameplay, which is purely pacificatory by design, was equally innovative.

Later this year, we can expect a sequel. Jon described the game: "The graphics are based on the same technique, but Adrian has stretched the boundaries of 3D and now we can go in and out of the screen showing the balls from tiny dots to screen-sized spheres. The game runs even more smoothly and quicker, which is just as well because this game is more fast action arcade gameplay than puzzle and strategy."

HELMER SKELTER

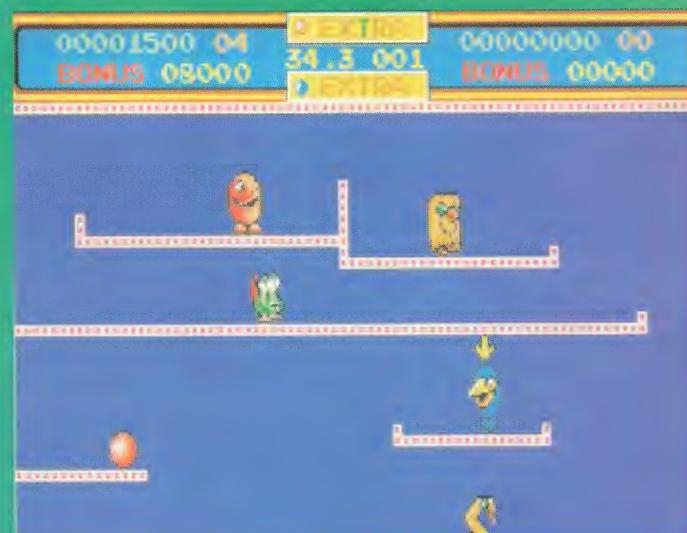
Helter Skelter was designed by Martin and Jon who first worked together on a game called Impact which was their first association with Audiogenic, the publishers of Helter Skelter. The project has been on the boil for two years and has been shelved, dusted off and tweaked up and improved. Now it's finally ready for that big release. Jon described the game:

"The game is a basic arcade concept. But it works well and what amazes me about Helter is that even now we enjoy playing it. Its probably the simplest game we've ever done, but it's such great fun to play. The fact that we can explore new game concepts and techniques and yet release good old arcade style games is a great position to be in."

Helter Skelter certainly is a simplistic idea, but the interest and stimulation produced from its simplicity only go to illustrate how much effort has gone into creating an effectively exciting and fun game. It's great to see that you don't need sophisticated graphics and sound to satisfy your gaming passions.

HOPS, LEAPS AND BOUNCY BOUNCY

Your red ball gets ready for a session of bouncy bouncy in these traditional platform arcade surroundings.



With a tap of the firebutton the sphere hops, leaps and bounces through the numerous levels. In each screen are typically comic monster characters who shuffle lurch and slide.

Look there's a monster with an arrow saying trounce the blighter. Careful manoeuvring is required to sneak up on the marked monster and then bam you've squashed the so and so.



Watch out you don't bounce on a monster not designated by the arrow as the fiend will split into two babies which will soon grow to adulthood and double your dilemma.

SIDE
2



Under the massive Centresoft umbrella, Gremlin Graphics maintained a high profile in the industry for nearly a decade.

But today, as a lean and independent design house, they look stronger than ever. Their next release is the truly stunning Venus, and STA readers can explore this cornucopia of colour on this month's feature disk. But just how did those talented Gremlins design the game? Read on and find out.



A fly may not be the most endearing character but Venus the game is instantly lovable.

VENUS

There's been macho characters muscling around our screens and cutesy pie critters who bounce, hop and skip their way through an abundance of arcade games.

But Gremlin are surely the first to give a fly star billing - you certainly wouldn't want this character landing on your lunch! But what this unsavoury pest lacks in mealtime etiquette, he certainly makes up for in this brilliant platform game.

Years in the future, planet Earth is suffering from decades of intensive farming and excessive use of pesticides has made every form of insect life extinct. This has thrown the ecological balance into disarray and global destruction is imminent. In a last-ditched attempt to re-dress the damage, scientists create a race of cybernetic insects. But an error in the DNA has caused vast swarms of maniac mutant killer insects who are rampaging across the planet as we speak. The only hope for survival lies in the hairy little feelers of an ultimate killer insect, and you are that insect!

BEAUTIFUL VENUS

You control this all-destructive fly across the Earth, fighting through the different environments from the humid rain forests to the snowy wastes. Your mission to destroy all the mutant insects who threatening global domination. There are an astounding fifty levels in the release version of Venus, each more striking, stunning and action-packed than the last. Then, at the end of each level, there is a separate bonus game in which you must face the insects in a shoot'em-up environment.

We are lucky to have the unique

opportunity to play and enjoy the Frozen Wastes level which features in Gremlin's stunning Venus. Venus features on Side 2 of your STA feature disk, and so only those of you with a double-sided disk drive will be able to play the game.

To play this demo, boot up your ST Action and double-click on the folder marked 'SIDE 2'. Open out the screen and select the file labelled 'VENUS. TOS'. As the menu screen appears, nudge the joystick to the left and right to insert a credit and then prepare for action. With joystick control, move the fly by nudging the joystick to the right or left to move in a horizontal direction and wrenching the stick upwards and at angles, the fly jumps up vertically or to the right and left.

As usual, the firebutton activates your weaponry and Function keys 1 to 6 select weaponry which you have accumulated during the course of the game.

TOTAL ANNIHILATION

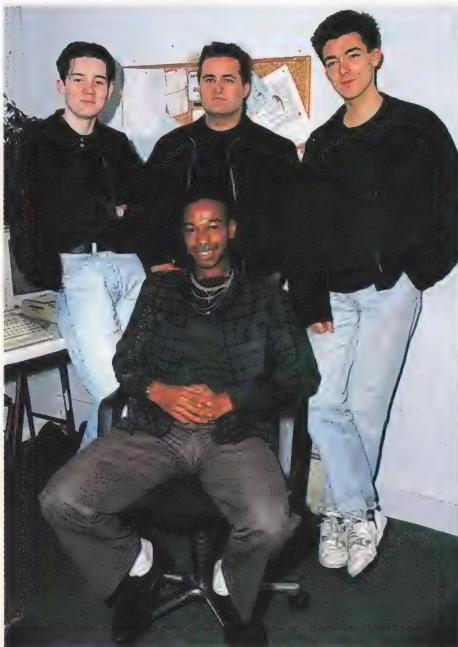
The objective is to annihilate anything that creeps crawls or slithers into your path. To aid this global destruction of insect life, your irrepressible insect is armed to the pincers with a variety of weaponry. You begin with a default weapon which is a single shot of poisonous needles. But by blasting the pods or icons which are left, you can triple and even quadruple your weaponry power.

There are even bigger gauge missiles and mortar shells which, when collected, increase your chances considerably. Additionally, there's a so-called 'Beam-up' missile which gives you control over the power of the shot by the length of time you press the firebutton.



In the snowy wastes, blast through a bizarre collection of mutant insects.

The Venus men: George Allen, Paul Gregory, Alex Davis and Berni. The team lack a track record but they make up for it with flair ingenuity and sheer skil.



Not all icons are useful, however, as one of them reverses gravity and your fly must continue the assault upside down. Also a magnet prevents you from jumping and time loss steals valuable seconds from your life. However, there are bonus pods which give momentary invulnerability or extra time. Note: Only a few of the bonuses and features actually occur in the ST Action demo.

VENUS - SHEER BEAUTY

In the release version of Gremlin's Venus, you must battle through a diverse range of environments, through dense forests, frozen wastes, a dead city and into deep into all-engulfing caverns and into spooky swampland. Then in stark contrast, you must battle through a hi-tech world and desolate desert canyons.

Throughout the clean-up mission, you are blighted, hunted and pelted by a vast range of pestilence. Beetles, hideous lice, slimy slugs and grotesque flies conspire to destroy your droid and a constant wrist bulging digit aching barrage of fire must be maintained if you're going to stand even half a chance of surviving this powerful assault - just remember, next time you reach for the Vapona, you might pay dearly for the consequences.

A year ago, Gremlin Graphics' original founder, Ian Stuart, took the massive step of making Gremlin an independent house once again. They even moved lock, stock and programmers, back to their original address in Sheffield. With years of experience in the industry, Stuart knew what he had to do:

"I spent the first few months building up a software development team which would take us into the 1990's." This new independence meant that Stuart and his team could channel their full energy into their own original ideas. He continues: "We were going to be more choosy about the projects we undertook and emphasis was going to be put on quality of game content and playability, even if it meant delaying the release of a game by weeks, months or however long it would take to get it right. With Skidz, we spent a clear five months after the team had finished the project just testing, playing and tweaking the game."

GREMLIN'S NEW BEGINNING

Concurrently, Gremlin have been working on other projects including the innovative, simultaneous two-player racing game, Combo Racer and, of course, the graphically stunning and instantly lovable Venus. Combo Racer is still under the Grem's close scrutiny: "As we get better, we take less time to complete a project but Ramrod is an exception." I remember seeing an early version of Ramrod when I was following up a news feature in the very first issue of ST Action. Ian continued: "Ramrod still looks fantastic, but we wanted to make sure that the gameplay was up to scratch... it's almost ready for release and I think it's going to be something quite special."

Also about to be released is the space-bound strategy adventure SS Jane Seymour. I think Jane Seymour demonstrates our ability to diversify into any type of product whether it be 3D, adventure/RPG, simulation or arcade like Impossamole. But Ian seemed particularly proud of Venus perhaps because the team are young and of previously unknown ability:

"I was worried that people wouldn't be able to relate to a fly of all things especially as cute characters were popular at the time, I'm really pleased with the results. With Venus the team could prove themselves without too much pressure on them - I think the results speak for themselves!"

VENUS BOYS

Venus is truly a magnificent game, whose originality, presentation and gameplay put it at the forefront of sixteen-bit game design in the world today. So it will surprise you to learn that both the game designer and programming team are relatively new to game production. Venus's team include George Allen, Paul Gregory, Alex Davis and Berni. Alex spoke about the Venus project:

"The game started off with a chrome ball as the main sprite, when we first showed it to Gremlin. We had implemented a lot of the gameplay aspect and Ian was quite impressed, although he wasn't happy with the ball. So we started looking at character design. Cute characters were all the rage at the time and so we decided to do completely opposite. We studied analytical drawings of insects and bugs and selected the most slimy and grotesque of the bunch." Graphics man, Paul Gregory continued: "We did some drawings and customized the insects with weaponry - there was a certain amount of artistic license involved."

The team dreamt up the highly-inventive scenario and Venus was born. Paul continued: "It was always going to be an out 'n' out shoot'em-up in the traditional sense of the word, but we wanted to stage it in a graphically-powerful environment." Venus is certainly that. The massive sprites play across some amazing backdrops, demonstrating what this team lack in track record they more than make up for in ability.

Venus will have even the most experienced and knowledgeable gamesplayers wondering in awe at the sheer brilliance and vastness of it, as Venus sets a newer, higher standard in ST software. Perhaps this will be the beginning of a run of success from a clearly talented software house. Venus is due for imminent release, and if there is to be any justice, should be a huge success proving popular with most of us.

SUPER FLY GUY



Through swamps your insectoid adapts to its surroundings and collects awesome weaponry. Here, the fly sprays its enemy with a volley of poison darts.



Not all icons are helpful. One object reverses gravity and your fly is rendered upside down which is quite disorientating.



But mutants have a habit of adapting and overcoming any force that tries to wipe them out - now they're armed with heavy artillery.



As a fly in shining armour, it's only right that you should have a shield.

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.



The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

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Please send to Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES



ROUND 1 (DEFEND)

THUNDERSTRIKE

"A 3-D vector filled game of the future as you shoot it out to become the champion 'Defender of the Ground'."

MILLENIUM (£24.95)

By the year 2000, the Government had decided to ban football as the national game on the grounds of hooliganism, for two opposing supporters had conflicting ideas about which team would win the toss. This meant a new national game had to be found. Some years later, the public were slightly peeved at having nothing to do during the daytime on a Saturday.

Suddenly, a cry erupted from the boardroom of a television company as an idea had sprung to mind. "Oi! I know," came the shout. "How about a game I've just thought of that involves fast aircraft and lots of killing?" Millions of viewers appeared in the Managing Director's mind, and MegaCorp Industries set to work. By the year 2238, the new national game was in the full swing of things.

Pilots from the farthest reaches of the world gather together to attempt to earn the coveted 'Defender of the



The specifications of your aircraft are shown, and depending on your performance, the relevant modifications will be made. This will affect your later performances.

You can travel along the black ground tracks which whisk you about the arena until you want to get off. It's much easier than manual travel, but practice is needed to be able to lock onto the tracks and use them to full advantage.

Thunderstrike is no doubt a first class game. While the graphics are very good, I feel they could have been a little more detailed. The sound is effective, oozing atmosphere into the gameplay. At first, I found the mouse controls difficult to use especially as your aircraft responds dramatically with the slightest movement. However, I soon got the hang of it meaning the mouse didn't detract the gameplay. Thunderstrike deserves to be a hit and it will be a poor outlook for the games industry if it isn't. Well done, Millenium and programmer Brian Pollock.

NC

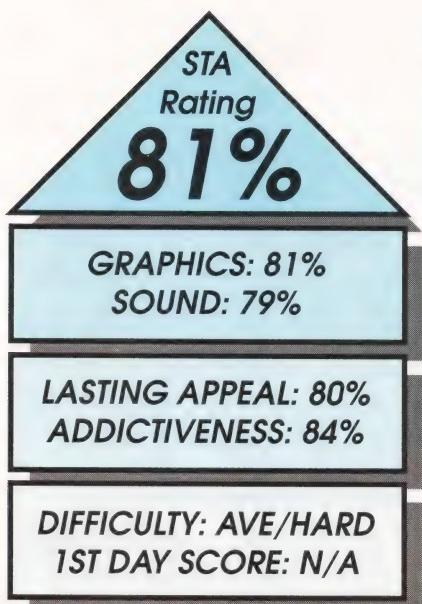
Watch out for enemy aircraft that will attack you relentlessly from in front of you and from the rear. You must dodge around frantically, avoiding being shot down



'Ground' title. You begin by selecting the type of Strike Craft you wish to fly. Each are unique, differing in acceleration, speed, and turn rate. Your craft is then dumped in the middle of a large arena and you set about your task. The game is this: protect your own installations from attack, and destroy all enemy installations and aircraft. Of course, it's not quite that simple.

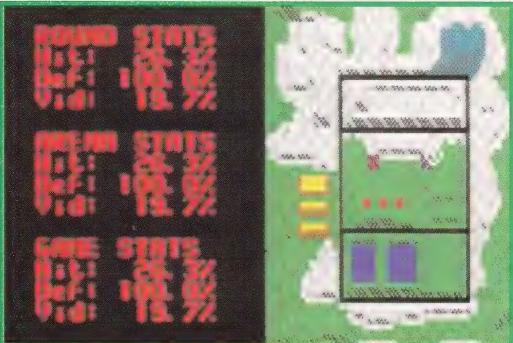
Once in the air (controls are by using the mouse), the fun begins. The enemy installations spew out various drones, each with their own characteristics: Saboteurs attack your own ground installations, Fighters are dangerous combat craft that will persevere in trying to shoot





you to smithereens unless you get them first, Gliders embark on zonal searches as they hunt you out but have less firepower than the Fighters. If they sense they are losing the battle, they will come after you in a Kamikaze fashion. Lungers are similar to Gliders but when blown up, throw damaging shrapnel into the air which you should avoid. Finally, Bombers trail floating mines throughout the airspace which interfere with your flight paths and dogfights.

Your aircraft are equipped with advanced technology, including compass, Main Overview Radar which displays the position of everything in the game area,



Use the relief map to plan your attack and to direct your aircraft accurately.

Thunderstrike is a software masterpiece that will have you playing it even while Neighbours is on. The 3-D vector-filled graphics are very impressive, (although the design of ground installations is a little simplistic but that's a desperate attempt to find a criticism) while the sound provides a great atmosphere. Controls are very responsive which increases the enjoyment of the game as there is nothing worse than sluggish controls. Millennium must have spent a great deal of time in producing this game, as everything about it is excellent. Thunderstrike is a must for your collection.

AB

A Saboteur droid is in the process of destroying your installation. You must destroy the droid quickly, or risk losing the game.



amongst other useful indicators. A press of a key pauses the game as it presents you with a complete map of the terrain and objects. Once the controls are mastered (which doesn't take long), you'll find yourself locked in a combination of attacking and defending. Some drones, when destroyed, drop Military Hardware Pods which, when flown over, enhance your craft in some way. You may find yourself with an energy capsule that circles around your craft, colliding with and destroying any poor soul that gets in your way. Your firepower can also be increased, or your shields restored to a certain degree. A Turbo Pod whips up warp-like speeds for you which can be used for up to four times

To help you travel around in a bit of style, the ground has a narrow black circuit which you can land on. This will sweep your craft at high speeds along it, without needing to touch the controls. To leave the track, increase the thrust and pull out. The thrust is manipulated by

If you fail your task, your contract will be terminated and you'll have to spend the rest of your days wondering what might have been

You home in on an enemy installation, pumping missiles into it until it collapses into a pile of rubble.

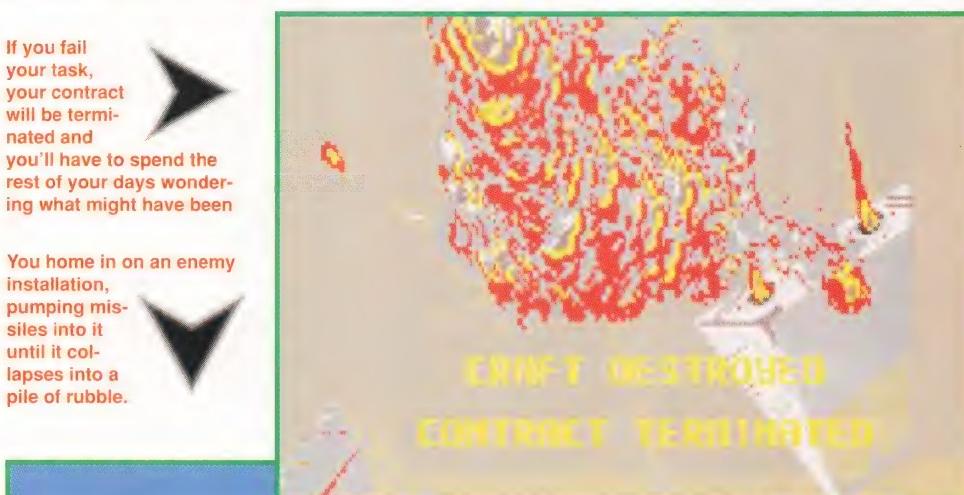
There are a number of 3-D vector graphic games on the market at the moment so Thunderstrike had to be something special if it wanted to catch my attention. It succeeded in doing so. The graphics are very smooth and the sound is used to perfection, helping to create a great game. The difficulty level is just right, making the game enjoyably addictive. The choice of aircraft at the beginning means pilots can choose the type of craft that would suit them most, with later improvements being vital for success in later stages. Thunderstrike is a worthwhile buy and the element of strategy involved only increases its appeal.

SW

pressing the left button on the mouse, and your weapons can be fired by pressing the right button.

Once a level is cleared, your efforts will be rewarded or penalised depending on how well you've done and how the television viewers react to you which is gauged by a meter at the bottom of the screen. A poor performance leads to your craft losing some of its capabilities whereas a good performance improves them. This, of course, will either help or hinder you for the next level.

STA



I never played the first Breach game and although I love RPG I have never really enjoyed the computer conversions. This has changed with the advent of Breach 2. The game is simple to get into and there aren't a myriad of options that need to be learnt. I found the easy classed scenarios fairly challenging at first and the very hard games were virtually impossible and I would recommend them only for the most hardened of squadron leaders. Breach 2 will, I believe, only really appeal to RPG fans but this is definitely an excellent game and worth the asking price.

SW

RPG's are undoubtedly an acquired taste. Games which ask too much of new users usually fall at the first hurdle and are doomed to software obscurity in the back of someone's disk box. However, with Omnitrend's Breach 2, Impressions have released a space-age game that is a joy to play. The game is instantly accessible due to the lack of unnecessary menus and the like. The action is relatively fast and players feel themselves compelled to play on. Personally, I found Breach 2 great fun. The atmosphere it created captivated me and urged me to continue with my mission. RPG fans, both old and new, will warm to the challenge of Breach 2, it's well presented and easy to use. A great game.

NC

Due to your years of experience in the toughest marine corp ever assembled, you have been chosen as the squad leader to a group of raw recruits who must attempt a wide range of various missions that require them to destroy the enemy and accomplish some kind of task. These missions come in four separate categories of difficulty: medium; hard and very hard. When presented with the main menu, you



Eat grenade, slime ball! When the grenade hits the ground a blast radius will appear. Make sure you are far enough away from the blast otherwise your men will be killed.

FUSF MISSION ASSIGNMENTS - CONFIDENTIAL - EYES ONLY!	
AVAILABLE SCENARIOS	
Name	Rating
ALIEN ENCOUNTER	V HARD
ENEMY LISTENING POST	HARD
GROTTO GAME PRESERVE	EASY
HILL SIEGE BESIEGE	HARD
MILES OF DOORS	V HARD
OFFICER RESCUE	MEEDIUM
RIVER CROSSING	EASY
SEEKER FIND DESTROY	V HARD
UFO TROOP BARRISON	V HARD
WATER LANDING	MEEDIUM

SQUAD LEADER LIST	
Name	Game
STEVE WHITE	COEE
BRIAN	ENDER
TOMMY HARD	BLURRY HARD
GH	GOOG

SCENARIOS IN PROGRESS	
Name	Scenario
COEE	MILES OF DOORS
ENDER	GROTTO GAME PRESERVE
BLURRY HARD	SEEKER FIND DESTROY
GOOG	ALIEN ENCOUNTER

This is the main menu where you must create a squadron leader and then choose from the wide selection of missions available. Beginners would be wise to select the easy missions.

BREACH 2

"A group of the toughest marines ever assembled are about to take on some of the hardest missions ever created. Your part in the mission? You are the Squadron Leader."

IMPRESSIONS (£19.99)

will be required to create a new squad leader, or choose one that is already available, and then select your scenario. The computer will then prompt you to enter a personal name for the mission and this will be saved down to the disk for later recall. Your marine corp will then be beamed down to the danger zone.

The marines will enter the danger zone one at a time and you will need to move the presently controlled marine before a new one can be beamed as no two characters can occupy the same space. When you select a new marine with the 'next character' icon you will be presented with a statistics sheet that will appear to the right of the screen. From this sheet you will be able to gleam information as to the health, accuracy, vitality, detection and encumbrance of the marine. This percentage score will change as your character is moved and if he becomes involved in any kind of action. Moving around is accomplished by moving the mouse pointer over the character you wish to move and then dragging a 'movement line' to the destination. On releasing the mouse button, the marine will then appear at his new destination and his movement points reduced accordingly.

Each marine carries a certain amount of equipment such as grenades, medikits, laser rifles and rockets. Therefore, it may be best to keep the squad as a single unit as sometimes medikits may need to be applied and characters will suffer if there is no medikit near by. The locations are full of dinosaurs and enemy soldiers and you will have to use the terrain to best advantage if you are to camouflage yourself and take out the enemy with as little damage as possible. The attributes will determine the results of certain actions. A

marine about to throw a grenade will need to have a high accuracy otherwise the grenade will stray and may even destroy yourself or your own men.

STA



The missions take place over some of the most inhospitable land ever seen. Tyrannosaurus Rex roam the land and will instantly attack.

STA Rating 73%

GRAPHICS: 72%
SOUND: 70%

LASTING APPEAL: 76%
ADDICTIVENESS: 71%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

FALCON

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MISSION
DISK VOLUME 2
THE BEST JUST GOT BETTER!



THE BEST JUST GOT BETTER!

Mission Disk 2 takes the best simulation of daylight dogfighting into the world of radar intercepts and beyond visual range weapons.

Friendly ground forces need your help. Not only do you have to stop the enemy tank onslaught, you also have to protect your own forces and vital installations from enemy raids.

Messages from ground control will allow you to assess the overall tactical situation.

Will you have to scrub your strike mission and go after the enemy bombers? Keep an eye out for the possible fighter escort. You may have to cope with two incoming raids simultaneously and up to five enemy aircraft in the air at once!

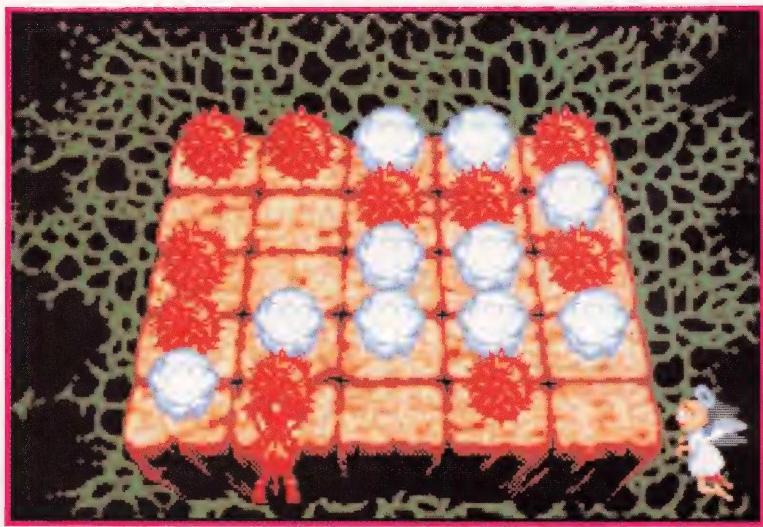
NEW FEATURES INCLUDE:

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- FULLY DYNAMIC BATTLEFIELD WITH ENEMY ARTIFICIAL INTELLIGENCE.
- UP TO FIVE ENEMY AIRCRAFT IN TWO INDEPENDENT ATTACKS AT ONCE.

MIRROR
Soft

Spectrum HoloByte™

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The board can become fairly hectic at times and the excitement will increase as more counters are placed on the board. You can be sure that you'll miss the opponents line occasionally.

Antago is really a copy of that popular but dated board game, Connect 4. the only real difference is that Antago features five rows and columns instead of the usual four. At first, I was quite enthralled, but as I played more games I very quickly became bored. There were only about five levels and these were pretty basic. The animation on the devil and angel was fairly good but other than that the game was quite sparse. There are quite a few levels of difficulty to choose from but they all seemed to easy to me and therefore there was no real lasting challenge. My advice is to avoid Antago. i was not impressed, and I doubt very much whether you will be.

SW

ANTAGO

"The devils and the angels have taken their differences to the Antago board. Who will win the confrontation? The fireballs of the devils or the fluffy clouds of the angels?"

NEW DEAL (£19.95)

Ever since the dawn of time, the devils and the angels have always been fighting amongst each other as to who was right



As the characters move around the edge of the board they smash each other out of the way. As new counters are placed on the board the other counters are shifted along accordingly.

and who was wrong. Were as the angels would commit angelic crimes, the devils would commit devilish crimes. Two of these enemy decide to stop fighting each other with fireballs and holy water and instead to participate in a more peaceful means of war in the shape of Antago. Antago is a board game, much like noughts and crosses, which lies in one of the plains between heaven and hell, a kind of neutral zone. Here, the devil and the angel have met up to sort their differences out once and for all. The angel uses small fluffy clouds as his counters while the devil prefers to use fireballs. The board on which they must play upon is five columns wide by five rows down and the object is to make a row of either five fireballs or five fluffy clouds - a kind of Connect 5. The winner is the first to complete his row of counters.

Two players can participate in Antago, one controlling the angel while the other player controls the little devil. The players must move their character around the board edge and place their counters down by pressing the firebutton. To place counters other than around the edge of the board, you must have counters on the edge where you are going to next place your counter. As your counter is placed on the edge, all the other counters are shifted either horizontally or vertically, although, if there are five counters on a row or column then no more counters can be placed in that line. A set of five can be in any direction - horizontally, vertically, or even on a diagonal. If you manage to make a row then whoever has won will leap in joy while the other bows his head in defeat. From there it is on to the next stage.

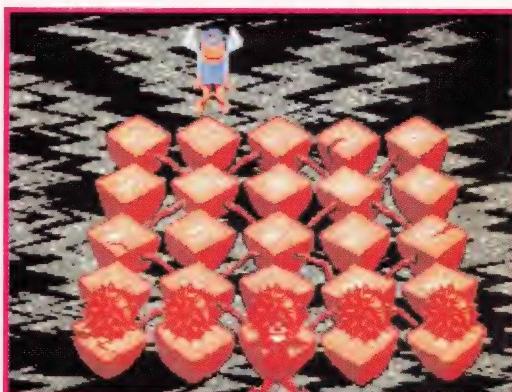
There are several levels of difficulty and these can be changed by pressing F2

Come off it, there's no hiding where the idea behind this little game came from. Antago could equally have been called "Connect Five". The game is enjoyable for a few minutes, but when you discover the finer points of play the overall interest is lost. Unfortunately, Antago suffers from being too simple. The game is both easy to learn and easy to master. As such it fails to offer players with a worthwhile challenge. On the plus side, the game is nicely presented and would probably appeal to younger ST users. Personally, I would steer clear of this one and find something with a little more substance.

NC

from the main option screen. It is also possible to set up a prepared board from the main menu. There are two types of these boards - plain and prepared. Plain is a straightforward board that has no counters on it at the beginning of play whilst the prepared board has three of the devils and angels counters already placed in position.

STA



The early levels are extremely easy and this will be a regular sight. If you lose then the angel will look heavenly and leap for joy. Make sure it's the devil that wins.

GRAPHICS: 57%
SOUND: 45%

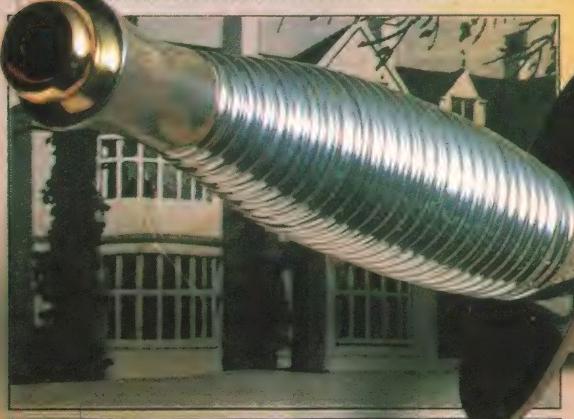
LASTING APPEAL: 25%
ADDICTIVENESS: 36%

DIFFICULTY: EASY
1ST DAY SCORE: N/A

WE SET THE SCENE ... NOW YOU SOLVE THE ...

MURDER!

19TH JUNE 1941



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Bar-

rington, W. Sussex. It is believed Mr Innes was stabbed to death at the home of Mrs Audrey

Broom-Hall, actress & widower of the famous film actor Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is questioning Mr Larry Glover, the eminent political figure & Dr Victor Jones: Now Scotland Yard have yet to reach the scene of the crime, but they are estimated to arrive at approx. 10pm - 2 hours after the crime was discovered.

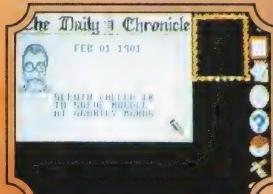


DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...!

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'. He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealousy." Investigations continue.



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Atari ST

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- Point & click control throughout
- 4 difficulty levels, from novice to super sleuth
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- Facility to take & match finger prints
- The sleuth's notebook automatically cross-references to help you make your final decision.

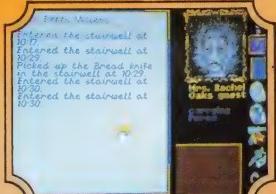
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IBM PC EGA



Amiga

Gremlin's Venus is an excellent alternative shoot'em-up. The subtle blend of both platform and shoot'em-up gameplay makes for an addictive and enjoyable game. The graphics are very nicely drawn and I was particularly impressed with the animation of the main sprite. Colour has been used well, too, and Venus' overall presentation is first rate. The sound effects are arcade quality and there's also a catchy tune in the background. With the hidden levels and extra bonus stages the game is really great fun. My only criticism is possibly the lack of lasting appeal. Still, Venus is a great game and a credit to Gremlin.

NC

Everybody wants to lend a hand in saving our planet. There are the rainforests, the ozone layer, and many other environmental issues that have come to light over recent years. Gremlin have decided to help, along with the rest of us, by programming Venus. Don't be fooled though, Venus isn't a drab game by any means, as some would expect. It has been programmed in such a way that the message is conveyed in what is a lively platform/shoot 'em up game.

Some time in the future, when the world has destroyed itself with ignorance, a few scientists struggled to survive, intent on rebuilding a better world. They considered what to do, and after many hours of grinding thoughts and smoking ears, invented a legion of flies to restore the balance of nature. But disaster struck again. The flies' circuits reacted with the pesticides present from the 'ignorant world', and all the efforts of the scientists turned on their creators and the remainder of the world they lived in. However, the scientists had one last chance - the mechanical Venus combat fly they had conveniently made. It is you who controls the mechanical fly, venturing into the hell they called Earth. It is you who must rectify the situation.

There are fifty horizontally scrolling levels in Venus, covering ten different types of terrains. In each, you must blast and dodge your way forward. To help you in your quest, various weapons are made

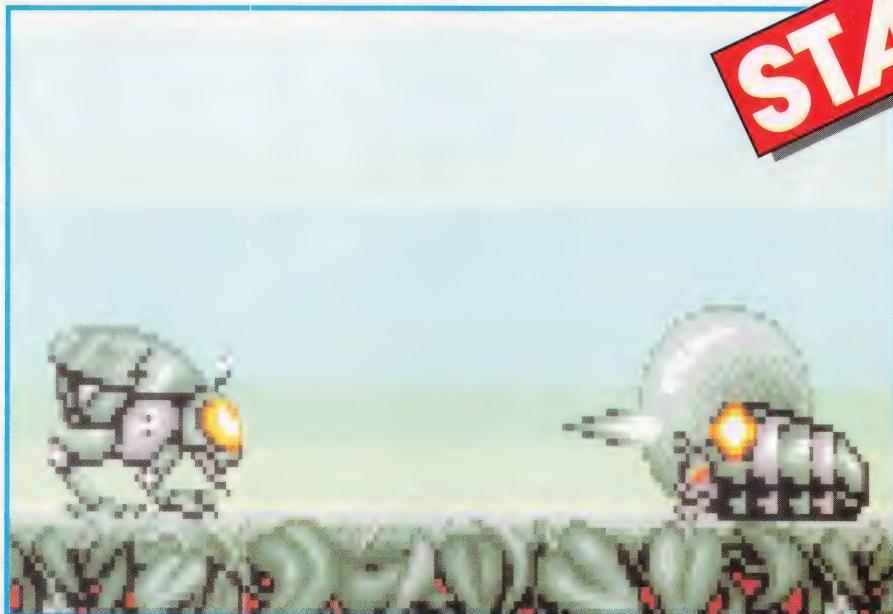
"Fly Stallone battles forth for a greener, cleaner world in the latest Gremlin gripper."

VENUS

GREMLIN (£19.95)

You pound the alien creature with your laser bolts, as you force your way through mercilessly. The 'big shot' weapon may be revealed when it is destroyed.

STAI



available to you when shooting certain nasties. You begin with a simple laser but can progress to a four way laser, the deadliest and most powerful of all. To complicate matters even more, you have a time limit to complete each level, otherwise you forfeit a life in an explosive ending. Extra time can be gained when zapping particular enemies who then leave alarm clocks as a memorial. Snap them up unfeeling-ly to add to your time. You also have a power level that is sapped any time you come

into contact with an enemy. Lose your power and you lose your weapon, and have to resort back to the simple laser until you discover an energy recharger which will enable you to retrieve your previously best weapon.

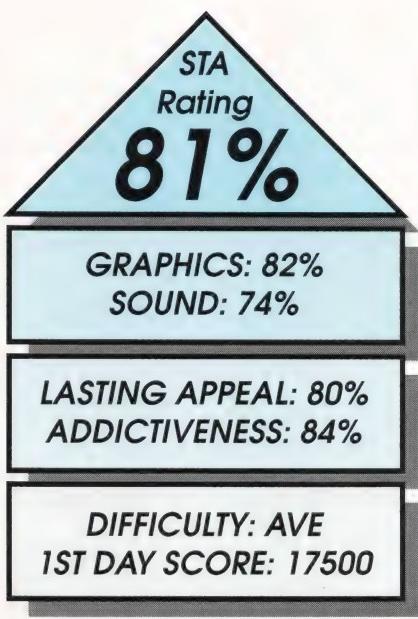
Venus isn't a straightforward shoot 'em up, though. There is a platform ele-



Now the odds are evening out as you improve your firepower to a three way laser. The next spherical object dropped from a dead alien may contain even greater things.



It's a good thing your fly hasn't got vertigo, as you walk the ceiling in your mission to save the world. Remember though, you're not safe even here so be on guard all the time.



The bonus shoot 'em up screen at the end of each level is a full-blooded shoot 'em up where you can enhance your weaponry, or gain extra time, life force, and points.



ment as you journey along various levels. As you are covered in armour-plated steel, flying proves impossible.

However, you can jump and to give you that extra bounce, there are special pads on the ground that act like a trampoline. Perhaps your character should be a combat frog or something along that vein! An interesting feature are the pads that throw you up onto the ceiling allowing you to walk the levels upside down until you reverse the effect on a roof pad. Egg timers are also implanted into the floors which, when trodden on, reduce your time considerably.

Occasionally, you may discover a secret door where hidden within are numerous bonuses in the form of various weapons which can then be used to improve the firepower of your mechanical fly. These hidden rooms prove very useful, particularly on the harder levels. If you survive to the end of a level, you are given the chance to boost your score and relieve any mounting tension, by mindlessly blasting some nasties on a bonus shoot 'em up screen. Complete all five terrains and survive all the fifty species of aliens to be able to declare yourself a truly 'green' person.

STA

Shoot 'em-ups are all very well and I don't mind the odd platform romp. However, with the release of Venus the Gremlin programmers have managed to come up with something that falls into both categories. With great graphics and super sound, Venus' overall presentation is excellent. The gameplay is also very good. Gamers are eased into the thick of the action before things really start to heat up. I was particularly impressed by the flip-over part of the game - a very neat touch! At the end of the day, Venus: The Flytrap is a first-class arcade-style game that will undoubtedly find its way into gamer's collections.

JS

Watch out for the large guns that blast away continually. You'll need a lot of direct hits before they explode and disintegrate.



The Wood World domain is the third level. Don't dawdle, otherwise you'll find yourself being shot at.

Venus is a successful combination of a platform and shoot 'em up game. The presentation of characters on screen are clear, colourful, and detailed, complementing the concept very well. The sound effects are executed excellently and do the game full justice. The level of difficulty is maybe a little too easy, but nevertheless, I found myself wanting to keep progressing into the game. Venus is an appealing piece of software that would neatly fit into your collection, and one you will probably play for a long time.

AB

KHALAAN

"The caliphs are up to no-good once again and this time they decided to fight it out for the control of the land known as Khalaan."

— RAINBOW ARTS (£24.95) —

The first thing that you will be required to do is choose which character it is that you want to play. Although there are four characters, you can only choose from two.



The great empire of Khalaan had flourished for many years and it had established itself as a major trading area, rich in minerals and economically stable. The empire was ruled not by one, but by four caliphs. These were; Abu Bahr; Utman; Umar and Ali 'the unpredictable'. Each one was extremely jealous of the others and each had his own thoughts on who should own the empire. For many years they had strived to unplace the other rivals and take control of Khalaan and unite it under a single caliph. Their hatred and rivalry was finally quashed by an old sage who proclaimed a great prophecy. His prophecy proclaimed that there would come an alien intruder and maintaining that only the caliph would be able to avert

this threat and then call himself 'Grand Caliph of all Khalaan.'

You start the game by choosing which caliph it is that you want to control throughout the game. Personal information about the caliph that you have chosen will then be displayed. Information such as his age, wealth and social standing will be shown. Once you have selected your caliph, he will be blessed by Allah himself and the game will begin. A set up menu will appear at which point you can toggle various effects of the game to suit your own skill level. The game speed, game duration and other various attributes can be changed using the

Khalaan looks very similar to Days of the Pharaoh but has more playability. The visuals and presentation are superb, with atmospheric graphics that recreate the Far East just as you would have imagined it to be. Each scene has been delicately drawn and there are some neat animation touches here and there, although a few more scenes would have been nice. Sound is pretty sparse all but for a tame musical score that is more annoying than pleasing. It would have been nice to see a little more interaction although there is still plenty to keep you occupied. My interest did wane after a little while and after a few goes I soon became a little bored. Not bad.

SW

Khalaan is a neat little game. Describing it is a little tricky as it's neither a full blown wargame nor a RPG. The graphical presentation is excellent and the small touches of animation and minor detail make the game a joy watch. During the game, the action is accompanied by a small tune. Although this composition does recreate the mysticism of the Far East, it does get on your wick after a while. The game controls are easy to use and newcomers to this type of thing will find the action easy to get into. Personally, I found Khalaan very similar to that other Rainbow Arts game, Day of the Pharaoh - if you liked that, you'll love this.

NC

It is wise not to create too large an army if you are a beginner as you will soon run out Gold, water and food. You'll have to keep your men supplied otherwise they will desert you.



mouse controller.

The main game screen comprises of the map display, the icons and the caliph indicator - a bar display that can be shifted so as to be able to view the progress of the other caliphs in the game. The game is mouse controlled and icons and menu options are selected through a pointer. By selecting the character icon you can view your character's attributes and how much wealth you presently occupy. Below this icon is the main icon which basically con-



This is where it all happens. To the left are the game icons. The face will allow you to view your statistics while the fortress icon controls the commands that you make.

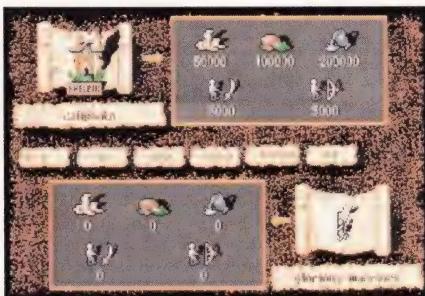
Every now and then, your people will go out and gather in the harvest. They will then return with new supplies of gold, food and water which should keep your stores nicely topped up.



trols everything that you will be doing throughout your quest. On selecting this, a menu will appear with options to alter military, commercial, seafaring and state activities. On selecting one of these a sub menu will appear with various other options. By selecting the military you can build up armies and send them off to attack and hopefully capture fortresses. When you build an army you will have to supply the troops with food, water and gold. It is not always a good idea to load up your armies with gold for if they are captured then the enemy will acquire all of the gold that they were carrying. You'll

have to keep your armies topped up with food and water otherwise they will desert your leadership and head elsewhere. If you have sufficient wealth then you can buy a camel caravan to ferry supplies between your fortresses and troops. Provided you have enough gold pieces you can even attempt to buy a fortress.

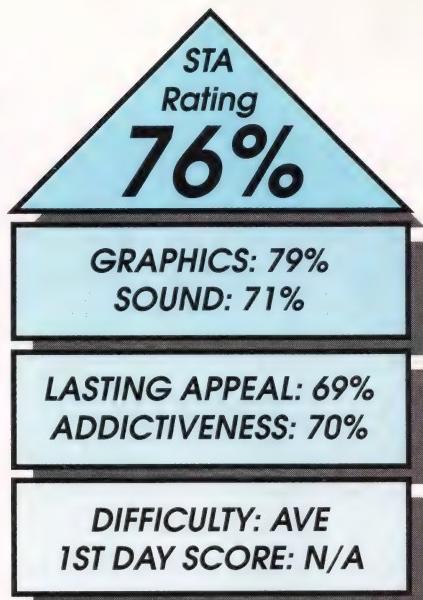
There are various other ways to build up your wealth and these include assassination, corruption, espionage and theft. You will need to choose a spy and then



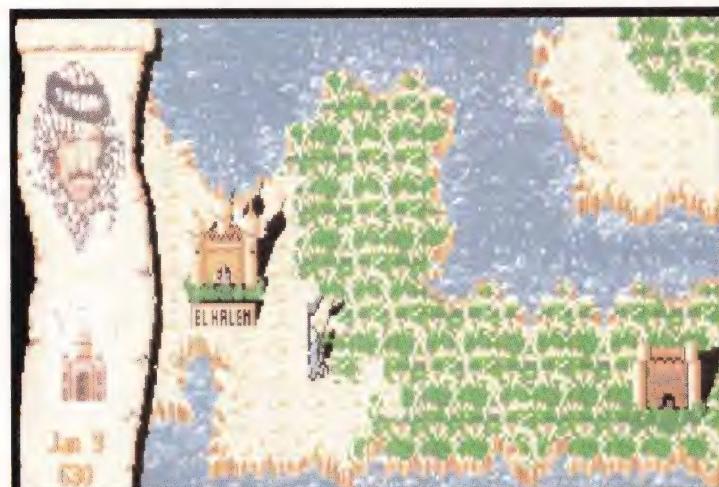
Armies don't come cheap and you will have to part with some of your supplies if they are to survive. Armies are created by allocating certain materials to them.

Khalaan, on first appearances, looks very similar to Days of the Pharaoh and it is true to say that the gameplay is also very close. The graphics are stunning with well animated sequences and fantastic backdrops. The gameplay can prove extremely difficult at first and I think those with little patience will soon become bored although should you persevere then the game unfolds into quite an epic. The sound effects are a little basic and the main tune is the highlight of the game. I think that Khalaan will only appeal to strategists and therefore I can't really recommend to fans of other genres.

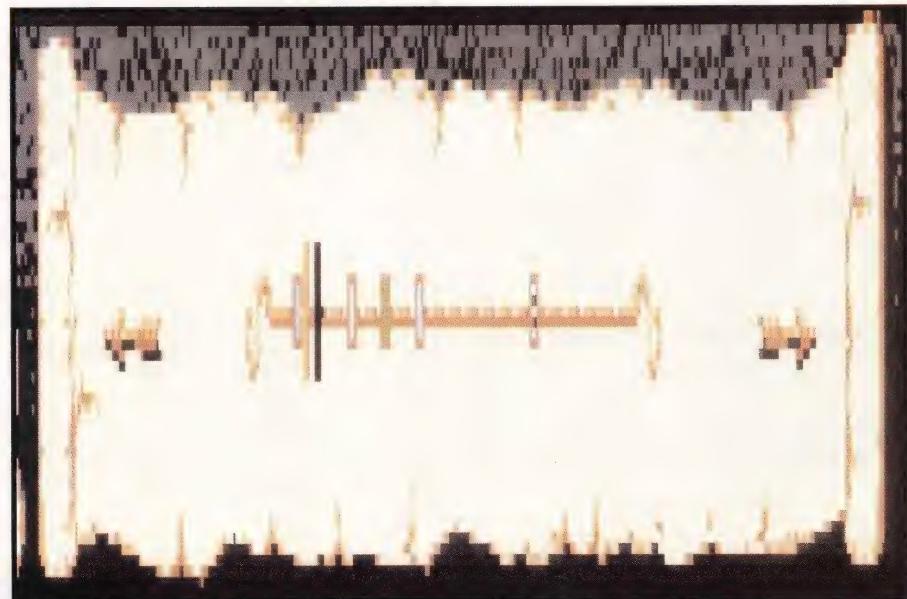
JS



pay him with gold. Not all of these spies will return as some of the fortresses that they visit may be heavily guarded. Occasionally, you will be rewarded with gold, food and water by the harvest. This will boost your wealth and you will then be able to build more armies to use against your enemies. Waging war isn't everything, though, and sometimes you will have to bestow gifts upon your people in order to keep yourself in their highest esteem. **STA**



The map can be scrolled through the different caliphs by selecting the caliph bar. Each of the coloured blocks on the bar represents one of the four characters.



"At last, a hyperspace booster has been discovered. You have been requested to command a mission back to the Home Cluster."

UNIVERSE 3

IMPRESSIONS (£19.99)

You begin your mission in the habitation access room. This is your personal room and there is a picture of your long lost love on the office table. There is also a safe in here.



You have come from a cluster of stars known as the Local Group which for years had been receiving CARE packages from the HomeCluster to assist them in constructing new colonies. But something very suspicious had happened. For fifty years ago the shipments never came and there had been no indication that they would be stopping their shipping runs. For the next ten years none of the shipments arrived a period of civil war ensued that nearly wiped out your civilization. As the hostilities were at their most intense a hyperspace booster was discovered was found inside the Local Group and this created relative calm. A plan was hatched to launch the booster into sub-light speed and in 20 years it finally arrived around Cetus Amicus. Unfortunately, during those 20 years the Local Group once again fell into turmoil and this time the

colony was split and two individual groups waged war on each other. After many years of war and suffering the colony was once again united under one government whose researchers soon discovered the key to operating the hyperspace booster. You have been selected to command a mission back to the Home Cluster.

Universe 3 takes place aboard your exploration vessel which you must travel around while performing certain tasks. There are several levels to the exploration ship and these are accessed through the lift shafts which have arrows indicating down or up. The ship itself is full of crew members and you will need to interact



You've made it to the SS Stanley, a shuttle that can be used for reconnaissance and ground missions. You'll first need to find out how to use it first.

STA
Rating
68%

GRAPHICS: 64%
SOUND: 62%

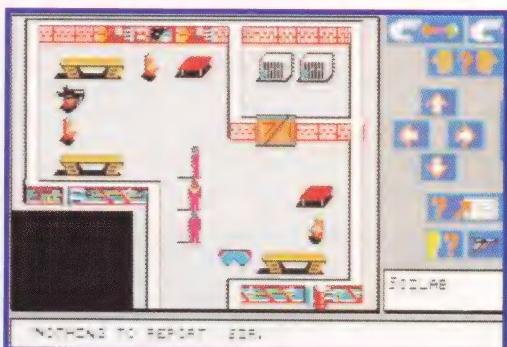
LASTING APPEAL: 74%
ADDICTIVENESS: 70%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

Although I wasn't as impressed with Universe 3 as I was with Breach 2 I still found the game highly enjoyable and great fun to play. I couldn't fathom out what it was I was supposed to be doing but as I played the game more and more and interacted with the crew characters I soon built up a picture of what it was I was required to do. The graphics are extremely basic but there are some nice effects here and there and there is something very professional about them. Sound is basically non-existent but doesn't detract at all from the games appeal. An excellent product but I believe that it will only appeal to RPG fans.

SW

You can question any of the crew members within the ship as well as order them to perform some kind of task. There is a list of useful verbs for interaction with characters.



with these characters in order to gleam certain facts about your mission and how you must go about it. Through venturing through the many rooms of the ship you will be able to collect objects that may or may not have some relevance to succeeding in your mission. These objects can then be picked up and examined. Movement is made through selecting the icons on the right of the screen. There is also a pull down menu full of verbs that will allow you more interaction with people and objects within the game. As commander you will be allowed access to most locations but you may need security clearance to other locations. You'll have to be on constant guard when travelling through the ship as there is an enemy agent on board and he is out to thwart your plans. Oh! by the way - the ship is haunted!

STA

Science fiction role-playing fans will certainly enjoy this little gem. Graphically, the game is very nicely presented and players will easily find their way around the easy-to-use icon system. Personally, I found the in-game effects a little bland but they didn't detract from the gameplay in any way. I did find my initial goal a little confusing, however, by interacting with the game's computer-controlled characters I soon sussed out my mammoth task. Universe 3 offers gamers a long term challenge which will keep even the most ardent sci-fi role playing freaks busy for hours on end.

NC

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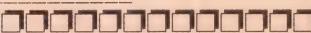
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THEIR FINEST HOUR

THE BATTLE OF BRITAIN

"We shall not flag or fail. We shall go on to the end. We shall fight on the beaches, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender."

Winston Churchill, in a speech to the House of Commons, June 4, 1940

LUCASFILM GAMES (£29.99)

After the excellent Battlehawks 1942 I couldn't wait to see the next Second World war flight simulation from Lucasfilm. And here it is, and what a corker of a game it is. I can honestly say that Battle of Britain has to be my most favoured game on the ST to date. The graphics are superb and move realistically and smoothly, the cockpit views are also highly detailed and give you the impression that you really are flying a Spitfire or Messerschmitt. Sound has also been well catered for and differs between the bombers and fighter planes. If you only buy one game for your ST then my advice would be to buy Battle of Britain.

SW

Although Britain was relatively unprepared for a German invasion, the Royal Air Force were even less prepared. Fortunately, they had probably the greatest fighter plane around at that time - the Supermarine Spitfire. The Hawker Hurricane took the real brunt of the Battle of Britain, specially designed to break up enemy bomber formations and destroy them, but it was the Spitfire that attained much of the glory and was both feared by the Messerschmitt pilots as well as the bombers. Lucasfilm/U.S. Gold have now

You won't be lucky all of the time and should you take to many hits then you your plane will be out of control and you will plummet to the ground. Try and bail out, next time!

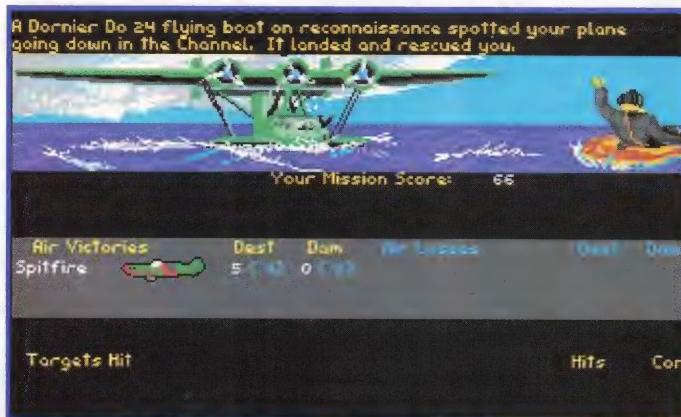


If at anytime you become a little confused as to where your home base or the enemy is then you can call up the in-flight map. Information can be called up by clicking on an object. If you click on your base, for example, you will be told its name and the compass direction you must follow.

captured the excitement and fear that must have gone through the minds of the pilots on both sides as their fighters and bombers clashed high above the fields of England.

In Their Finest Hour you can choose to be a pilot for the RAF or the Luftwaffe. The RAF had two fighter planes under their wing and these were the Hurricane and the Spitfire. Both were similar in design but the Hurricane was stronger and had a more powerful arsenal while the Spitfire was more manoeuvrable and had a greater top speed. The main fighter plane of the Germans was the Messerschmitt which had a good climb rate and top speed, but the main bulk of the Luftwaffe

was taken up by a series of bombers that included the Dornier, or flying pencil as it was known to RAF pilots, Junkers and the Heinkels. All of these are also available to the player/pilot. Each plane or bomber comes complete with a series of mission that vary from extremely easy to practically impossible. Most of the missions take part over the Channel, the RAF



STA
Rating
90%

GRAPHICS: 88%
SOUND: 72%

LASTING APPEAL: 92%
ADDICTIVENESS: 90%

DIFFICULTY: AVE
1ST DAY SCORE: N/A



intercepting for most of the time while the Luftwaffe providing escort and bombing. Once you have selected your plane and mission you will then be presented with a map of the South of England and the positions of all the aircraft. You can then take off and head into battle.

The planes can be controlled through either the mouse or the joystick although the mouse does prove more responsive. The fighter planes have front, left, right and rear views as well as look down while the bombers include all the gunner positions and the bombardier's hatch where the bombs will be released. The Spitfire and Hurricane cockpits are practically identical and what the Hurricane loses in speed and manoeuvrability, it makes up in structural strength and armour. By consulting the map, both sides will be able to see exactly where they are over the channel and pinpoint the locations of the enemy. Pressing M will take you into the map screen where you can also glean valuable information on the locations of RAF bases, useful for bomber missions. If you are flying a bomber then you will have to rely heavily on your fighter escorts as incoming Spitfires and Hurricanes can prove awkward to destroy through the gunner positions. On reaching your target you will need to line the bomber up correctly and swap control to the bombardier. From here you will be able to see a bird's eye view of the target. When you think that the target, normally a runway, is in position then you can enable the bombs and then release them at which point they will drop from the hatch and hopefully hit their target. The fighter pilots should keep a wary eye on their rear view mirrors as it is very easy to find yourself shooting away at the enemy in front of you, only to be surprised by a plane on your tail. Every time you are hit you will hear the thump as the bullets tear through the canvas on your plane and your damage indicator will increase accordingly.

You will need to keep an eye on your damage and rounds of ammunition left provided you didn't set them to invincible and unlimited. When you hit an enemy plane, pieces of canvas will fly off indicating that your bullets hit. Constant hits will result in the plane smoking and then finally exploding into a ball of flame. Some planes will be put out of control and smack into the sea or ground below. If you take too many hits to your plane or bomber then you will have to bail out. Bailing out means that you will lose all of your accumulated mission points and if you don't jump out in time then you will smash into the sea or ground where you will become another KIA. Pilots can be saved to disk so that they can fly future missions but if they become KIA then you will not be able to use him again. Should you complete a mission successfully then you will be rewarded with a mission score. This mission score will dictate whether or not you are presented with a medal. You can also design your own mission, if you wish, making them as hard or as easy as you desire, and these too can be saved to disk.

STA



DOUGLAS BADER - After losing both his legs in a plane crash in 1931, Douglas Bader was fitted with metal replacements. He continually applied to the RAF and after several rejections he was eventually accepted. He mastered the art of flying the Hawker Hurricane. Morale quickly soared after the arrival of Bader and he soon made an influence on the flying formation of the RAF, creating the Big Wing theory. He held the record for the greatest number of kills on a single day during the battle of Britain. The war ended for Douglas Bader when he collided with a Bf 109.



WERNER MÖLDERS - Werner Mölders was the leading German ace during the Battle of Britain. He saw action during the Spanish civil War when he flew Bf 109 fighters for the first time. He developed the Rotte formation and the Schwarm. He earned himself the Knight's Cross when he shot down 14 Republican aircraft. Strangely enough, Mölders suffered chronically from air sickness and suffered with this affliction throughout the Battle. He commanded the one hundred fighters of the Jagdgeschwader 51.

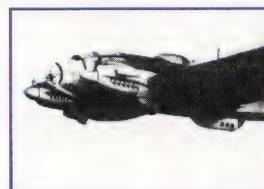


was even a match for the Spitfire, with its fantastic manoeuvrability and its greater rate of climb. The major hindrance for the fighter pilots of the Luftwaffe was that they were nearly always required to protect bomber formations which left them vulnerable to attack.

TOP SPEED - 354mph

RATE OF CLIMB - 3,280 feet per minute

ARMAMENT - Two 20mm MG FF/M cannons with 60 rounds per gun, mounted in the wings. Two 7.92mm Rheinmetall Borsig MG 17 machine guns with 1000 rounds per gun mounted in the fuselage.



HEINKEL HE 111H-3 MEDIUM BOMBER - The Heinkel was the bomber most used by the Luftwaffe during the Battle of

Britain. It could carry twice the bombload of the Dornier but when fighter support was unavailable it was an easy target for the enemy and great numbers were lost. After the Battle, however, He 111's were the main Luftwaffe bombers used in the Blitz, and nearly leveled London. Its only real support was the machine guns and extra armour protection.

TOP SPEED - 273mph

RATE OF CLIMB - 30 minutes to 14,765 feet

ARMAMENT - Five 7.92mm MG 15 machine guns with 750 rounds per gun - one mounted in the nose, above the wings facing rear, one mounted in the gondola beneath the fuselage and two mounted at the waist windows. Eight 550 pound bombs or four 1,100 pound bombs, totalling 4,400 pounds.

I previously found flight simulators a little to boring due to the fact that you didn't need to see the enemy before you could lock on and blow them away with a missile. With Battle of Britain you are right in the thick of the action and you can actually see the plane that you are firing at. The action is pretty intense and everything has been recreated accurately, the scenarios are based on actual events that took place during the Battle. My only gripe was that the enemy planes were a little unintelligent - even when against top aces. Still, this is an excellent game that will definitely have you hooked from the moment you start to play. Well done Lucasfilm on a superb release.

JS

Lucasfilm have set a very high standard lately in the Software industry and this standard of excellence is going to be very hard to better. I was very impressed with the first of Lucasfilm flight simulators - Battlehawks 1942, and I whiled many hours away shooting down Zeros, but now that Battle of Britain has arrived I just can't put it down. Presentation of the game is excellent and every detail has been recreated, including the canvass debris that flies off when you hit an enemy plane. The inclusion of all the different planes increases the games lasting appeal tenfold. Lucasfilm are definitely becoming a force to be reckoned with.

NC



THE SUPERMARINE SPITFIRE - If anyone would have wanted to own a squadron of Spitfires then it would have been the Luftwaffe. The

far superior speed and manoeuvrability of the Spitfire held it just above the Messerschmitt, and for the bombers it was like an angel of death. It was this air superiority that stopped the invading Luftwaffe in its tracks, although resources did become a little stretched quite often and it was thought at times that the RAF would fail in protecting their airfields and radar bases. Although it is widely believed that the Spitfire did most of the work during the Battle of Britain, it was the Hawker Hurricane that bore the brunt of the early part of the Battle and was used primarily to attack bomber squadrons.

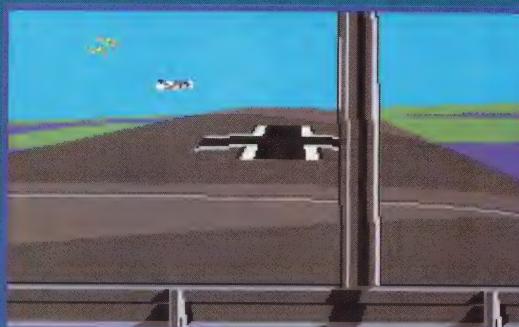
TOP SPEED - 355mph

RATE OF CLIMB - 2,530 feet per minute

ARMAMENT - Eight Browning .303 caliber machine guns, four mounted on each wing, with 300 rounds per gun



LUFTWAFFE



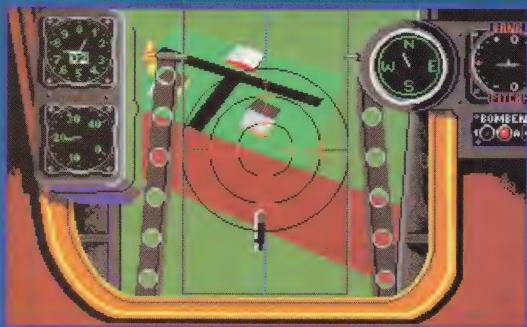
Left. Another German mission has begun and you've made it safely over the channel. Looking across the left wing you notice something just through the clouds. "Spitfires!"



You managed to keep on his tail for some time now, and he's just in your sight. Press the control button and your bullets should rip into his plane. Down one Spitfire.



One of the worst positions to be in during the Battle of Britain was at the controls of a bomber. Keeping the formation while trying to ward off attacking Hurricanes could prove impossible at times.



Above. When you have found your target and you think that your sights are correctly lined, you can switch on the bomb load and then release a line of bombs.



Above. The only dive bomber to feature in the Battle of Britain is the Junker 87 or Stuka. This were primarily used for bombing radar bases and shipping in the English Channel.



Left. As a German fighter in the Luftwaffe you will be mostly required to protect bombers. You'll have to keep your guns blazing at the enemy otherwise they will break up the formation.

GUNNER POSITIONS IN THE BOMBERS



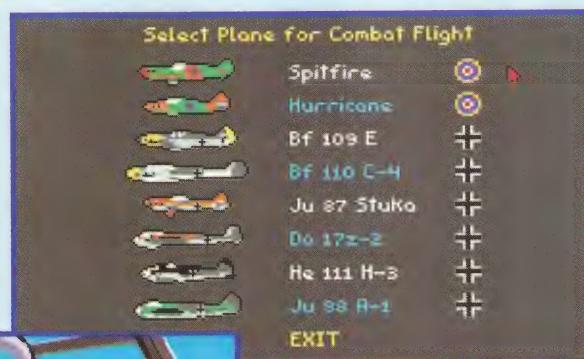
There are several gunner positions that can be used when piloting a bomber and each one will cover some position of the plane. You'll have to swap between them quickly if you are to shoot down the enemy. An indicator will indicate which direction you are being attacked from.



RAF



Above. Scramble! Scramble! The sirens are on and a German Bomber squadron has been sighted. You'll have to leap into your plane and take off as fast as you can.



Left. You can choose from a wide range of different planes both German and British. The planes are selected through the mouse and you will then be presented with a series of missions.

Below. No sooner are you off the runway when the Hun are already all around you. Get that Messerschmitt in your sights and let rip with the cannon. As hits are taken small pieces of canvas will tear off.

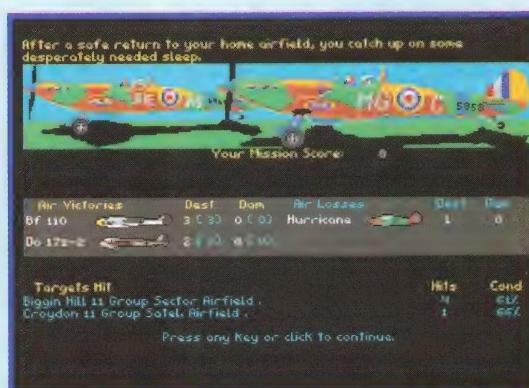


Above. Pulling gently on the control stick, well, mouse to be exact, you bring your Spitfire in line with the enemy bomber and let go a burst of cannon fire. The bomber smokes and then tries to turn away. Too late, and with another burst it blows up.



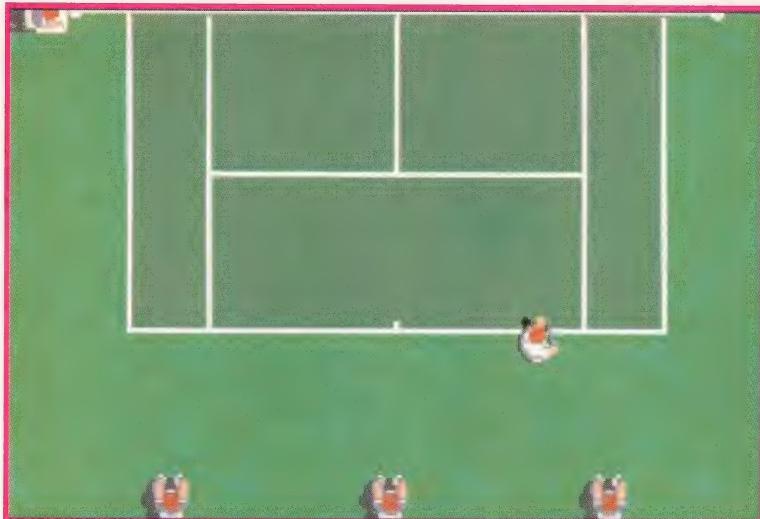
Left. You'll have to keep your wits about you at all times and keep an eye on the skies around your plane. Check the rear view mirror as enemy planes may sneak up behind you.

Below. While you are flying you can switch on the replay camera which will record the entire events from an outsiders point of view. You can view all around and zoom in on the action.



Above. At the end of each mission you will be given a special score relative to how well you performed. These points will allow you to gain medals.

You are serving to an opponent who has cunningly hid himself off the top of the screen.



Tie Break is a disappointing tennis game that doesn't fulfill its promise. The graphics are what you expect from a tennis game - basic. With the game being fairly fast, the scrolling proves a problem: it's smooth but you need good reactions to be able to react in time, and this causes a loss of ball control. Consequently, the gameplay suffers and not even the special features mentioned earlier compensate for this. There is an initial title tune with sound effects executed throughout, including speech calling out the score in a morbid moan.

AB

"Dash about the court, rallying furiously with your opponent. Be it computer or your best mate, bang your balls home."

TIE BREAK

OCEAN (£19.95)

Ocean's latest sports release is somewhat mistimed. With Wimbledon 1990 a fading memory, the marketing boys have probably released Tie Break too late to take advantage of the Wimbledon aura.

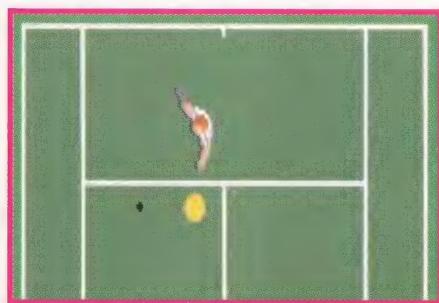
You can either play the game against a human opponent or against the comput-

er. Begin by choosing the type of tournament you wish to play: world tournament, tournament, or training. World tournament allows you, amazingly enough, to participate in a world tournament competing against the sixteen seeds kindly provided for you by the computer (all of who I've never heard of), giving you the opportunity to improve your ranking which, at present, is nothing. You get to play in all the Grand Slam events, plus the Masters and Davis Cup. Tournament play is similar but involves only human players, creating your own seedings, whilst the training option allows you to practice against either man or machine.

Certain features are incorporated into the program to create more realism: there are different playing surfaces that affect your play, eg; grass is fast, clay is slow. A choice of racquet is available, varying in weight, which basically makes no difference to your play, whatsoever. Select the number of sets you wish to play, and its game time!

You bounce the ball to get the feel of it. The atmosphere intensifies...your concentration is strong. You pull back the joystick, then release to serve - and absolutely nothing happens. Yes, those good ol' programming boys have got the ports mixed up, so its start all over again, switching to port 2. You try again, this

Can you judge the timing of the ball when a lob is hit your way? If you miss, you'll look a right wally!



time hitting the ball successfully. As only one half of the court is shown at any time, the screen scrolls as it follows the fast pace of the ball. Your player moves under computer control with a bird's-eye view, leaving you to concentrate on the type of shot you wish to play. A right joystick movement gives top spin, a left movement gives a slice, and a lob is achieved by pulling back. Depending upon when you release the joystick from whichever movement, determines the timing of your strike which affects the direction of your shot. It helps if you direct the ball inside the court boundaries rather than outside, but I'm sure this is something you'll pick up as you get into the swing of things. STA

Is it McEnroe? Is it Becker? No, it's Igor Przschl from Czechoslovakia. I bet you wished you never asked.

STA
Rating
71%

GRAPHICS: 76%
SOUND: 71%

LASTING APPEAL: 68%
ADDICTIVENESS: 70%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

There is most definitely a subtle case of déjà vu here. Tie break reminded me of Imageworks' Passing Shot. However, if you don't already possess a tennis game, Tie Break is worth a look. The graphics are well defined and the animation smooth, I particularly liked the cartoon-style pictures of current tennis stars. The sound effects and speech, whilst not being particularly earth shattering, do help add that certain something to the game. Personally, I found the controls simple to use and I even managed to win a couple of sets. However, at the end of the day, like me, I don't reckon Tie Break will win the Grand Slam.

NC

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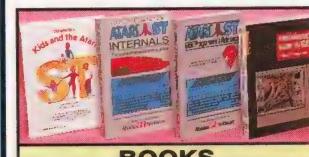
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GTGA - SMALL TIPS..SMALL TIPS..

Hello happy readers. Well, here we are again at the sneakiest part of the magazine. All you dishonest gamesplayers always turn to this section first. Still, I guess you just can't complete those games without cheating, can you? No, don't write in. I'm sure you only enter these out of curiosity. Anyway, this month's been pretty lean on the old tips front, I suppose you've all been out sunning yourselves. Never mind, the winter months are nearly upon us. I know how you all hate the cold, so you'll all stay in and send me cheats - yippee!



ACTION FIGHTER - FIREBIRD

We didn't exactly rave over this Super Spy clone. However, Tom Newton of Manchester has come up with a really helpful hint. Apparently, you should play the game as normal. Try and get a highscore and instead of entering your name try typing "ZBACKDOOR". When you next play the game you should discover that infinite lives and energy are yours for the taking.

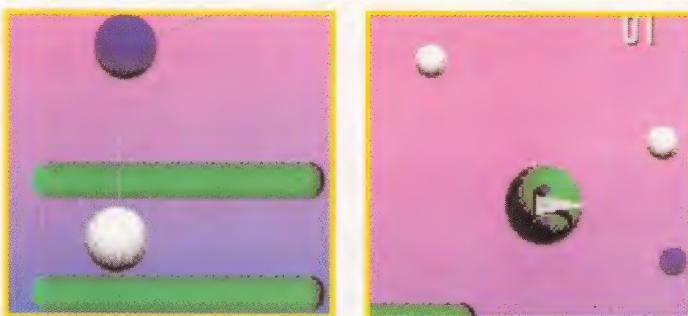
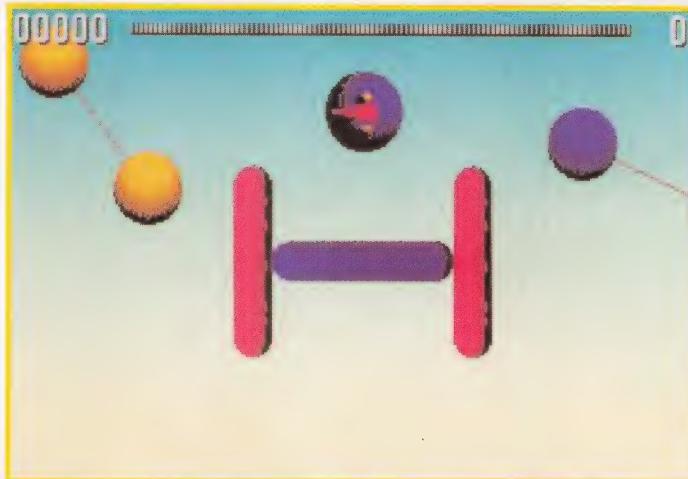
E-MOTION - US GOLD

Vincent Smith hails from the wonderfully named Hopperstyle in North Devon. Our west-country friend has found four really neat ways to gain extra points in E-Motion. So if you want to attain unbelievable high-scores, try these for size. In the meantime, thanks, Vince, your copy of Electronic Arts' Imperium is on its way!

LEVEL ONE: A really cunning one, this. In order to reap a huge bonus, don't use your thrusters too much and don't use the game's wrap-round effect. This way your score will soon clock up.

LEVEL TWO AND THREE: According to Vincent, if you want absolutely billions of points, just don't turn right. In order to help yourself, use the flip.

LEVEL FOUR: Vince reckons you get oodles of points for failing this level. According to him you should just sit around collecting all of the orange orbs and leaving the blue on until the very last.



FLOOD - ELECTRONIC ARTS



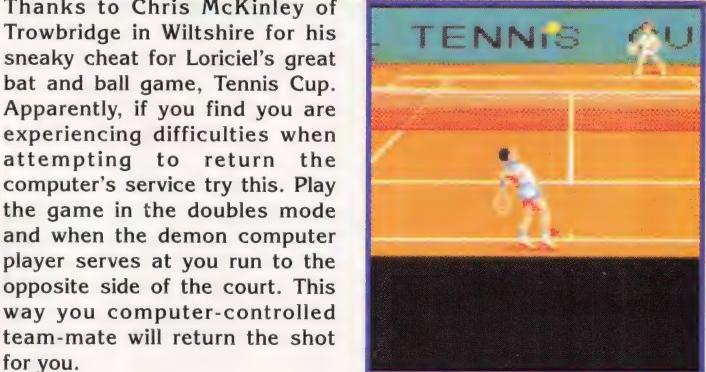
Glug, glug, glug, or so says Kevin Anderson of Wigan. It seems old Kev has found all the level codes to the Bullfrog team's latest smash-hit, Flood. There are forty-two levels in total and Kev's seen 'em all. So, here they are:

1. FROG. 2. YEAR. 3. QUIF. 4. LONG. 5. WORD. 6. FRED. 7. WINE. 8. GRIP. 9. TRAP. 10. THUD. 11. FRAK. 12. VINE. 13. JUMP. 14. NILL. 15. FOUR. 16. GRIT. 17. ZING. 18. JING. 19. LIDO. 20. POOL. 21. HATE. 22. REED. 23. LIME. 24. QUID. 25. WING. 26. FLEE. 27. GIGA. 28. HEAD. 29. LOOP. 30. SING. 31. JOUX. 32. PINK. 33. GOGO. 34. LETS. 35. QUAD. 36. BRIL. 37. EGGS. 38. HENS. 39. NAIL. 40. SOAP. 41. FOAM. 42. MEEK



TENNIS CUP - LORICIEL

Thanks to Chris McKinley of Trowbridge in Wiltshire for his sneaky cheat for Loriciel's great bat and ball game, Tennis Cup. Apparently, if you find you are experiencing difficulties when attempting to return the computer's service try this. Play the game in the doubles mode and when the demon computer player serves at you run to the opposite side of the court. This way your computer-controlled team-mate will return the shot for you.



GTGA - SMALL TIPS..SMALL TIPS..



PROPHECY - THE VIKING CHILD - WIRED

Young Edward Bate has kindly sent in his tips for this brilliant platform game. Edward has obviously been playing the game for some time and has come up with all the levels and the codes needed to reach them.

1. DENIS<E> (Takes you to the forest.)
2. THE BLIZ (Takes you to the bridge.)
3. SHARKMAN (Takes you to the labyrinth.)
4. NYMHARSW (Takes you to the desert.)

In addition to these handy codes, Edward has also given a few helpful hints.

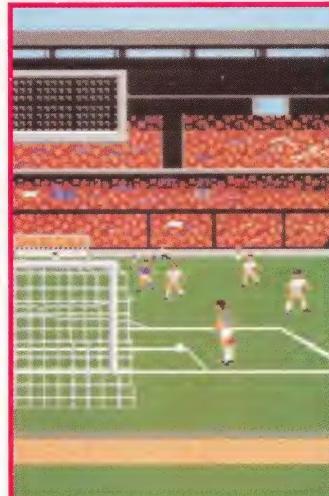
When playing, jump as often as possible. There are lots of hidden gems and coins to be had.

The best weapon to buy is fire. These deadly balls are guided and it is therefore easy to score points against the enemy.

If you do buy bombs, drop them in front of your foe and lure your enemy towards them.

On later levels you'll be given the option to buy better swords. If you can afford them, splash out on one. They give young Brian a much further reach.

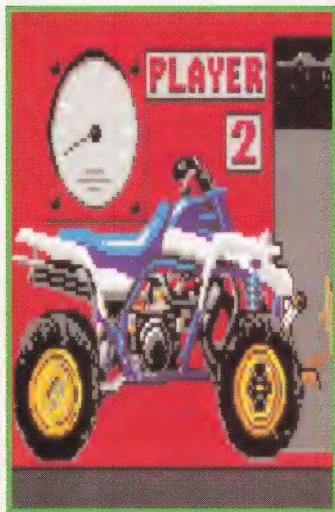
ITALY 1990 - US GOLD



Here's a tip for Amiga (boo, hiss), Action's very own Doug Johns. Apparently. If you get the ball, head for either of the wings. From the center-line count seventeen sections of striped pitch and, on the last one, turn through forty-five degrees before blasting the ball into the opponent's net. If you can't get the hang of this, hold them to a draw and when you have to score on the penalty shoot-out push up on the joystick and press fire, you'll score every time!

IRON TRACKERS - MICROIDS

Andy Bilner has found a couple of tips for this decidedly average game. First, when selecting your quad's weapon system choose the booster. With this installed you should be able to travel at top speed and bounce over most of the obstacles. Secondly, keep an eye open for large brown pillar on the right-hand side of the screen. If you encounter these, drive through them to receive two thousand bonus points.



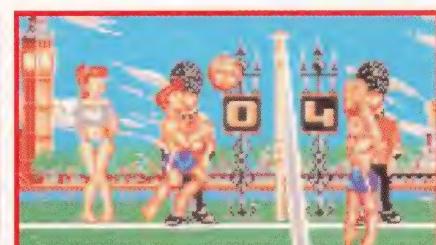
BEACH VOLLEY - OCEAN

Greig Hannah has sent in a few tips that should help you succeed in this difficult sports game. He reckons that once you've mastered these moves you'll be able to beat every side going.

Firstly, if you are having trouble returning the computer's smashes, try this. When the ball is played into the computer's court, follow the player who first touches the ball so that you can block his smash at the net when the ball is, played at him. Instead of jumping up when it is about to be played for the third time, jump on the instant it is played the third time and then immediately afterwards. This process distracts your opponent and instead of smashing the ball he harmlessly digs at it.

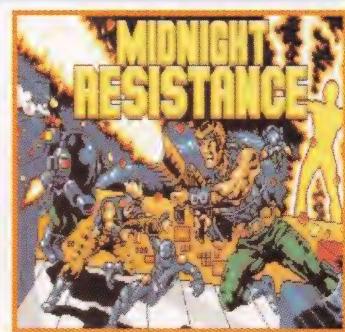
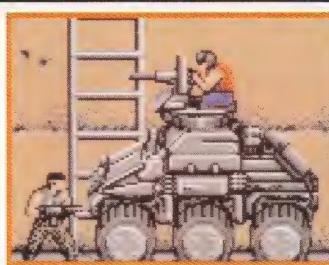
If the first jump isn't timed for the instant the ball is played for, the second time he will play the intended smash but it will be blocked by your second block, giving you another chance.

Meanwhile, if you are getting annoyed at the computer blocking your smashes, here is a routine that never fails. When the ball is in your court, simply hit it for the computer to set it up and then direct your player to the bottom right of the court, as near to the touch-line as possible. Then smash it into his court. The computer player will block the shot, but if you leave it, the ball always goes out of bounds.



MIDNIGHT RESISTANCE - OCEAN

Great game, pity it's so difficult. Still, we've got the answer to all your worries. How do you fancy infinite energy? You do? Well try this. Play the game as normal and pause it by pressing F10. Then type in "OPEN THE DOOR HAL." Now, unpause the game and play on with your new found strength.



GTGA - DRAGONS LAIR

A few months ago we bought you the definitive Space Ace players guide. Now, we are proud to offer you the second installment in the series. Don Bluth's Dragon's Lair received much critical acclaim when it was released a few months ago. Since then we've had many people claiming to be the first to finish the game. In an effort to help those of you who haven't come to terms with the game's finer points, here is the official ST Action guide



1 - THE DRAWBRIDGE

Dirk will merrily stroll up towards the castle. However, as he ventures forwards he'll tread on a rotten piece of the drawbridge and fall. As soon as you see our hero hanging under the bridge, press FIRE. Dirk will draw his sword and attempt a swipe at the tentacled creature who lives in the moat. As soon as Dirk draws his sword, push UP. This will ensure our hero makes a clean getaway.



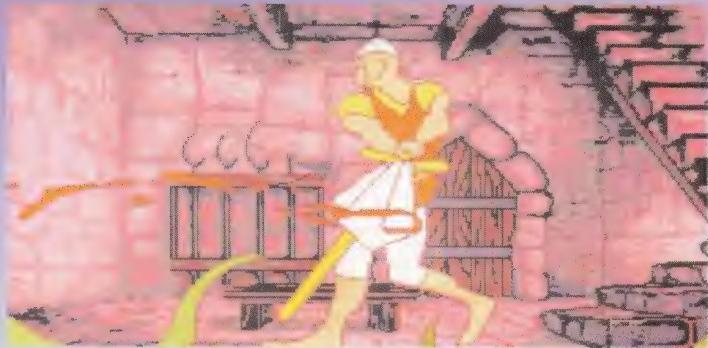
2 - DRINK ME

Having avoided certain death, Dirk continues his quest. The next room he enters is pretty easy. The hapless knight will stroll towards the table. If you let him, he'll grab the bottle and drink its contents. However to avoid this calamity, as soon as the door on the right flashes, pull RIGHT. Dirk will turn at the last minute and head further into the castle.



3 - THE TENTACLE ROOM

Dirk really is up against it here. As soon as the valiant knight appears, press FIRE. This will cause him to unsheathe his trusty blade and take a swipe at the green creature. As soon as he's done this, wait for the weapons rack to flash and push the joystick UP. Dirk will try and get a more substantial weapon but as soon as the door to the right flashes, pull to the RIGHT. Having narrowly avoided being caught you must wait for the stairs to flash. As soon as this happens, pull DOWN. Dirk will now try and escape by heading for the stairs. Unfortunately, the way is blocked and you must pull LEFT to make Dirk jump onto the table. Wait for the door to flash again before pushing UP to exit the room.



4 - THE SHADOW KNIGHT

Timing is essential here. The Shadow Knight will crash his sword on the floor making blots of lightning race towards you. Time your leaps correctly and you'll make it. The correct sequence is RIGHT, LEFT, UP, LEFT, RIGHT, LEFT RIGHT. If you manage this sequence you'll find yourself face to face with the Shadow Knight. Press Fire to take a death-dealing swipe at him.

5 - THE WHIRLPOOLS

This is so easy it's unbelievable. As soon as Dirk appears on the screen pull to the RIGHT. This process should be used for all the pools, even if they're on the righthand side.

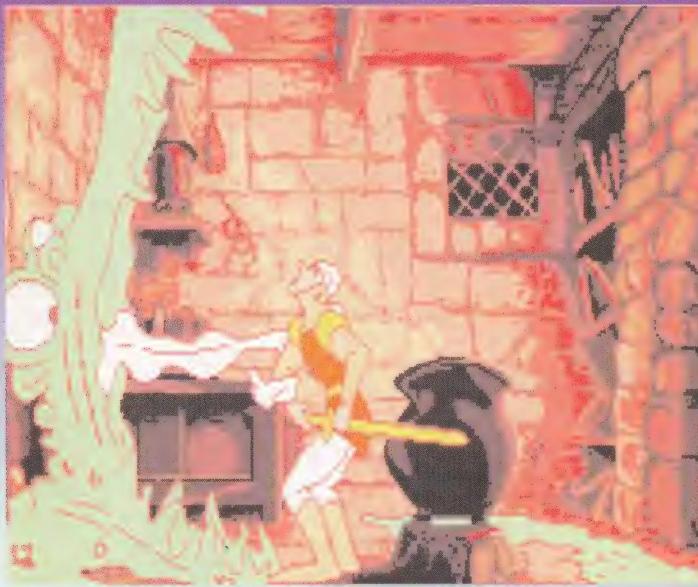


6 - THE RAPIDS

Once again, these screens are somewhat deceptive. The correct combination is always RIGHT then UP. Remember to time your moves correctly and Dirk should make it to the end.

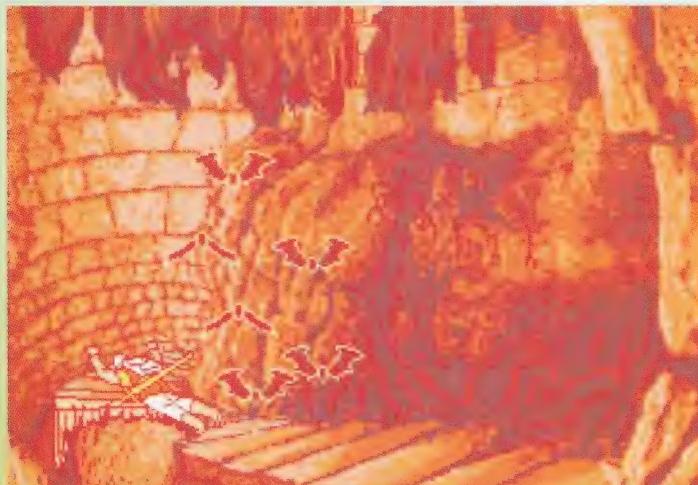


GTGA - DRAGONS LAIR



7 - CAULDRON CHAOS

Having entered the room, Dirk will walk over towards the cauldron. Slime will bubble out of the pot and our hero will go and examine a bottle. As soon as you see the Slime monster appear, press FIRE. If you accomplish this task, Dirk will slice the creature in two and leave the room.



8 - THE CRUMBLING STEPS

Having bravely battled with the monsters, Dirk will take a seeming leisurely walk down some steps. However, as he progresses, the steps will crumble away. As soon as you see the steps flash, pull LEFT on the joystick. Repeat this process, until you manage to clear this stage.

9 - GREAT BALLS

Walking slowly down a U-shaped corridor, Dirk will encounter a huge set of marbles. Dodging the balls is easy, however, there is an even bigger one coming up behind you. Wait until the screen changes and a small ball rolls in front of you, as soon as this happens pull DOWN on the joystick. Again, repeat this until you complete the section.



10 - SELF-BUILDING WALL

Entering one of the castle's bedrooms, Dirk will look around. No sooner has he done this than a wall will begin to form in front of him. As soon as you see the door on the far wall flash, push UP.



11 - THE LAIR PT1

You've got to be really quiet here. As soon as our brave knight enters the screen, push LEFT. This will make him catch a pile of plates that, should you have let them crash to the floor, would have surely awoken the dragon. The fair Princess will utter, "Oh, save me". After she's muttered these words, pull DOWN and LEFT and Dirk will appear on another plate-ridden screen. This time pull DOWN to catch the crockery. Next, the screen will display Dirk by the side of the crystal ball. Daphne will say, "Stop, use the magic sword!" When she says this, press FIRE and the sword will appear.

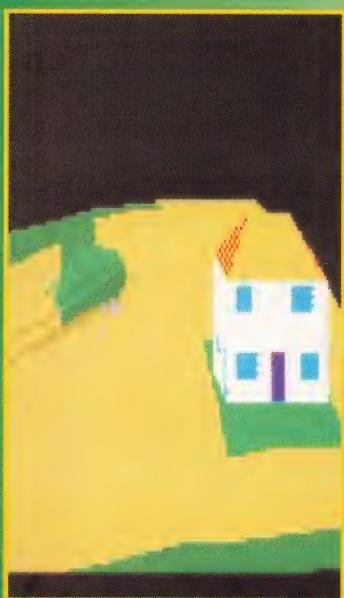
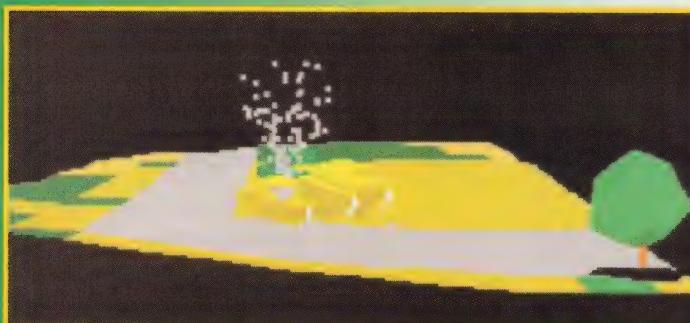
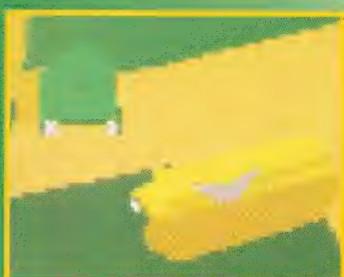
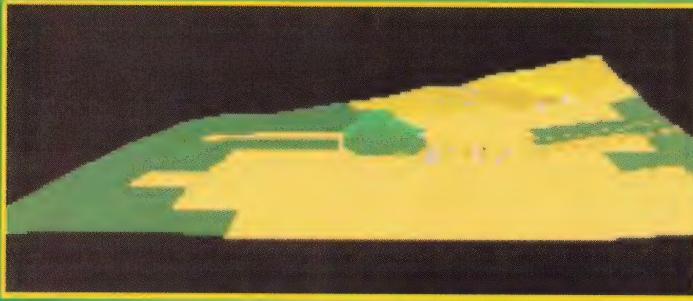


12 - THE BATTLE

As you appear on the screen, Singe will swing at you. Pull DOWN and LEFT and you should escape his scaled claws. As the screen changes, press FIRE to make Dirk pull the sword from the gem. The next screen will show Singe attempting to flatten you with his tail. When the tail is in the air pull DOWN on the joystick. As soon as the screen changes again, press FIRE and Dirk will throw the magic sword deep into the beast's belly. If you're successful, you'll rescue the princess and be treated to the end sequence.

GTGA - CONQUEROR

A hearty shout of thanks must go to all at Rainbow Arts/IDG for these essential Conqueror playing tips. Read these eight helpful hints and you too can become a deadly Commander.



1. German tanks have a worse hill-climbing ability than either American or Russian units. This means that if you are playing the role of a German Commander, a good tactic is to sit at the top of hills where you can rush down and charge at your opponents. If you are playing one of the allies and find yourself being attacked in this way then your best line of defense is to head for the steepest hill, this will slow down any would-be pursuit, giving you a better chance of survival.

2. The program calculates the angle of incidence of any shot fired at a tank, and uses this to calculate the effective armour. Thus an oblique shot at a tank will have more armour to penetrate than a "square out" shot. So, if you are being shot at, try to ensure that the enemy shot is at an angle, and if you are shooting, try getting a good (i.e. 90 degree) angle.

3. Front Armour is best on all tanks, so present this to an enemy at all times. Equally, aim for the enemy's flank or rear when shooting back.

4. A sensible tactic (which the computer employs) is to form heavy tanks into groups, and leave lighter units to reconnoitre. This means that the light tanks (which travel faster, and thus run away as well) act as the "eyes" of your force. Their standard tactics (when under auto-driver) are to run away from anything that they cannot shoot, and so they are ideal, as they will just report any sighting, and it is up to the player to direct a nearby group of heavy tanks to deal with the situation.

5. When using map fire, don't forget that the shells will take about thirty seconds to actually hit the ground, so try to predict where the enemy forces will be in that time, and place your fire there. Computer-controlled tanks do not look for map fire, so this means that you must stay clear of the target area until you're sure that the shells have all landed.

6. When choosing tanks, try to have a balanced force. Light tanks are useful for reconnaissance, and also for being used as an emergency reserve. Heavy tanks are only really good for slogging it out with the enemy, and lack the agility of the lighter tanks. Medium weight tanks combine the virtues of both the light and heavy tanks. However, these multi-role machines do suffer from general poor speed and fire power, and therefore shouldn't be relied upon as the best armoured tank in your force.

7. The various tanks in the game all have their finer points. Good players will be able to use these to their advantage, achieving the best results with the armour available.

U.S. Units

Chaffee - Very fast and very cheap.

M36 GMC - Very fast, a good gun but no real armour.

Sherman Firefly - Good gun, medium speed and armour.

Pershing - Same gun as M36, good armour and medium speed.

German Units

Panzer III - Very cheap, a jack of all trades but master of none.

Panther - Excellent frontal armour (watch out for the weak flank and rear.), good gun and average mobility.

Tiger I - Excellent all-round armour and a good gun.

King Tiger - Best armour and gun of any tank but very slow.

Russian Units

T34/76 - Good all-round armour, good speed and an average gun.

KV1S - Better armour than T34/76 but same gun.

KV85 - Better gun than KV1S

JSII Excellent armour and gun, plus good mobility.

8. Don't forget to use your drone tanks. Direct one to hold an enemy tank's attention, whilst driving your tank to the rear of the enemy, and then shooting. Beware when doing this, as the computer tank has two objectives - to defend itself and shoot any player tanks. It will turn its frontal armour towards the tank with the most powerful gun while, at the same time, aiming for the lightest enemy unit.

GTGA - HELPLINE...HELPLINE...HELPLINE...

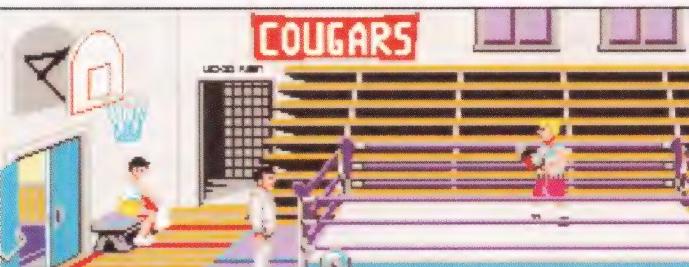
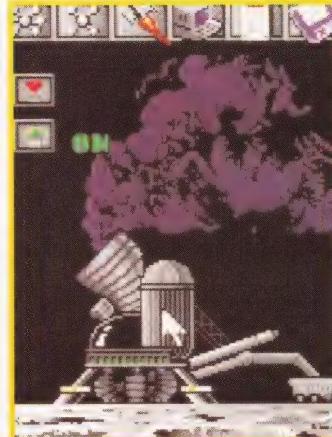
Hello there and welcome to this month's edition of the helpline. Because we're pushed for space this month you've only got a single page of help. However, when you think of the four playing guides we've got on offer it isn't too bad. Still, if you're stuck up a gumtree and someone's nicked your ladder write to use at: GTGA Helpline, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

MILLENNIUM 2.2

Please help! I'm having trouble with Millennium 2.2, I have not been able to set up any colonies. If you know how to do this, please tell me. Do you know if it is possible to take over control of the grazers and the probes?

William Laverty, Belfast, N.Ireland.

Well, William, you are in a fix. Colonizing planets is pretty easy. First you should make sure your scientists have actually made the blueprints for a space station (S.I.O.S.). If they have, ensure you have enough power and raw materials to build the base. The computer will tell you when the base is ready and you should then launch it into space. The S.I.O.S. will travel to the planet you specify and when it has reached the orbit, make the base land. It will then be a couple of days before you get the message that the base is operational. In the meantime, Probes are sent out to find out information about certain planets. Once they have relayed their info they become obsolete. Grazers, however, should be piloted to the asteroids where they can be used to mine minerals unavailable to you. Finally, here is a list of useful planets to colonize: Ariel, Callisto, Enceladus, Hyperion, Leda, Miranda, Neptune, Oberon, Phobe, Pluto, Rhea, Saturn, Tethys, Titan, Titania, Umbrial and Uranus.



INDIANA JONES AND THE LAST CRUSADE

I have been negotiating the mazes of catwalks in the upper reaches of the airship for three months. and have still not succeeded in finding the exit in the bottom-left portion of the map. I have only survived the guards once to find that the airship had landed. I couldn't find the book back in the library in Venice so learning to fly the biplane is impossible.

Help!

J. Horsman, Bedford.

Well, you are in all sorts of trouble. First off, learning to fly the plane isn't too difficult; keep saving your game and try to learn through trial and error. If you can't figure out how to fly then stick to the airship. Have you knobbed the radio man? If you do this he won't get a message from Berlin to turn back. When you are negotiating the maze, venture into the higher reaches of the airship's steel frame. The key to finding the exit is head for the areas that don't seem logical. Keep saving your game and after some time (it took me around three hours!) you should get out alive!



NORTH AND SOUTH

Come on, own up, how do you get extra armies in this comical, colonial, cacophony? North and South is really bugging me. I know that standing on one of the East coast states get you an army from time to time, but there must be an easier way.

Trevor Boulder, Merton, London.

Come off it, Trevor, are you completely nuts? To gain extra cash you must have control of the forts. If you have two forts directly connect by a railroad, a train will occasionally run between them bringing you gold, gold and more gold. Alternatively, by waiting in a state through which the train passes you can rob the wagon.

GRAND MONSTER SLAM

Hello there, knowing your prowess and general skill at games I'm sure you'll be able to give me a few helpful hints with Grand Monster Slam. The problem is the Faulton feeding. Sometimes I can get maybe two Beloms on target, but that only on a good day. What's the secret?

Matthew Leighton, Glasgow.

The key is to get the height of your shots to rise in equal stages. To feed the first Faulton requires practically no power but with each subsequent one you're best to keep your figure pressed down for approximately half a minute longer. As with all games, practise makes perfect, keep trying!

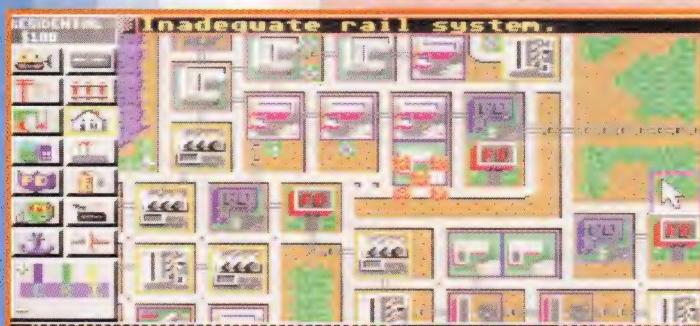
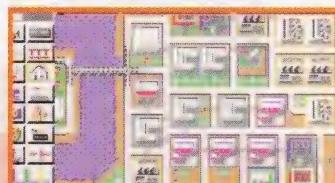


GTGA - SIM CITY

Oh, we love it, Sim City is the game we've all been waiting for. It's finally arrived and we haven't stopped playing it. One of the best games in a long while, Sim City has no end of small hints and tips. Here are just a few to keep you just one step ahead of your ever-growing city.

MAKING LIFE EASY

Having elected to start a new game, pull down the disasters menu. At the bottom of this there is an option to turn off any disasters, select this and your game will be devoid of any really troublesome occurrences.



EAT THE RICH

Before you start slapping residential zones everywhere, pause to think which are the best areas. Don't limit yourself to any one area. Call up the map option and look over your newly terraformed land. Rivers are always a good place to build close to. If you place residential areas close to them they become exclusive riverside properties, only affordable by the filthy rich. Although this may not draw in the less wealthy, it does mean that anyone living close to the water does have to pay a higher tax rate for the privilege. For slightly less exclusive zones, try placing housing zones near to commercial areas. If you want really cheap zones, build next to industrial areas. This will provide the Sim with extra cheap housing areas. The only drawback is that many people won't move into these dirty areas, even though the rate is cheap.

THE BEST THINGS IN LIFE ARE FREE



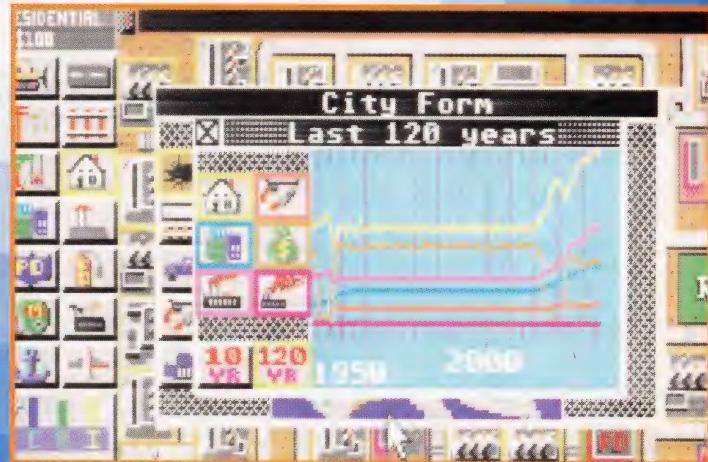
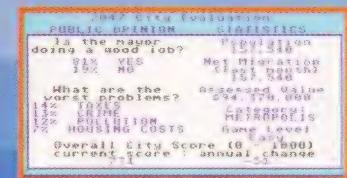
The real key to Sim City is money. Depending on which level you choose to play at you'll be awarded an appropriate starting budget. However, even on the easy level, on which you're awarded \$20,000, life can be somewhat difficult. As long as you're not going to cheat too much, here's a way to get extra cash. Press down the CAPS LOCK button and

type in money. Everytime this happens, you'll be awarded an extra \$10,000 bucks! However, be warned, every time you do this you leave yourself open to a disaster. For best results, enter the cheat before you plan any housing. Also remember that you may only have up to \$80,000 in your coffers at any one time.



BUDGETING FOR SUCCESS

Setting the tax rate can be a real problem. However, follow these guidelines and you should be alright. To achieve fast growth, set the rate between five and seven percent. To slow the growth rate without driving the inhabitants out, set the rate to between eight and nine percent. Using these rates you should be able to survive. However, if you want a little more cash try giving a little less funding to the fire and police departments. It is advisable to always leave the transport funding on full.



GTGA - SIM CITY



START SMALL

Remember the old saying: Rome wasn't built in a day. With this in mind, plan your town slowly. Don't waste cash by building unnecessary zones that will take ages to fill up. Instead, take it easy. Your first year should see you build a power station, an industrial unit, a couple of residential areas and a simple road network. Any more than this and you'll simply be wasting money.



I'VE GOT THE POWER

Coal or Nuclear, the choice is yours. However, whichever you choose, both have their good and bad points. Obviously, a coal-fired plant is cheaper but because of its nature, it is prone to bad pollution. Meanwhile, nuclear stations are cleaner but they do run the risk of meltdown. Additionally, the Sims are wary of a nuclear menace. Whatever you do, be sure to provide your rate payers with enough power to satisfy their demand.

THE PUBLIC GETS WHAT THE PUBLIC WANTS

Remember to keep an eye on how you're doing by calling up the evaluation menu. This will tell you just how the Sims rate your performance. As long as you've got over half of the population on your side you should be okay. Also watch out for your city's Net Migration figure. If this is positive people will move in, negative and they're on the way out. The most important table is the one which describes your city's worst problems. This table should be viewed regularly and the worst offences dealt with. Here's a list of the problems and how to counterbalance them.

Crime - Look at your maps, judge where the highest crime-rate is and build a police station there.

Fires - Once again, locate the areas which are not covered by fire protection and build a fire station.

Housing - Easy, simply add more residential zones.

Housing Costs - Caused by high value property areas. Build in places where the land is cheaper.

Pollution - Caused by high density of industrial areas. Group less factories together and use rail instead of road.

Taxes - The Sims don't like to pay too much tax. If you can, lower the rate.

Traffic - Traffic causes jams. Replace roads with railway lines.

Unemployment - People need to work, add more residential and industrial zones.



2048 Fiscal Budget			
	Amount Requested	Amount Allocated	Funding Level
Tax Rate	\$74.0	\$74.0	0.00%
Taxes Collected	\$4,088	\$4,088	0.00%
Trans	\$2,174	\$2,174	0.00%
Police	\$1,380	\$1,380	0.00%
Fire	\$588	\$588	0.00%
Cash Flow	\$14	\$14	0.00%
Previous Funds	\$2,948	\$2,948	0.00%
Current Funds	\$9,982	\$9,982	0.00%
Go with these figures			



AFTER EFFECTS

The game's different factors affect the level at which your city grows. Use the following information to combat your city's long term troubles.

The residential population has positive affects on taxes, population density, the commercial population and your overall city score.

The commercial population has the same affects as the residential population.

The Industrial population has positive affects on taxes, pollution, population density, the commercial population and your overall city score.

Population density has positive affects on crime.

Traffic has positive affects on pollution and traffic density and negative affects on your overall city score.

Pollution has negative affects on land value, the residential

population and your overall city score.

Crime has negative affects on land value and your overall city score.

Land value has positive affects on taxes collected, the residential population and your overall city score and negative effects on crime.

Trees, parks, proximity to water and the city centre has positive affects on land values.

Radioactivity has positive affects on pollution.

The tax rate has positive affects on taxes collected and negative affects on the industrial population, the commercial population, the residential population and your overall city score.

Unemployment has positive affects on the residential population and negative effects on your overall city score.

Stadiums have positive affects on the residential population.

Sea Ports have positive affects on the industrial population.

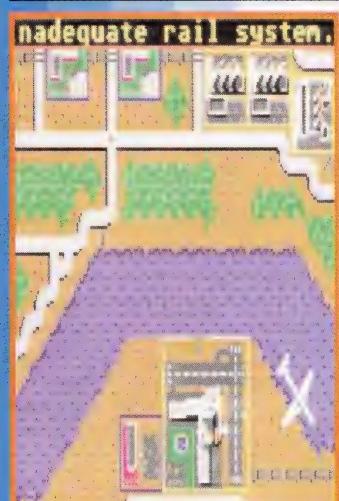
Airports have positive affects on the commercial population.

Police departments have positive affects on maintenance funding and negative affects on crime.

Fire departments have positive affects on maintenance funding.

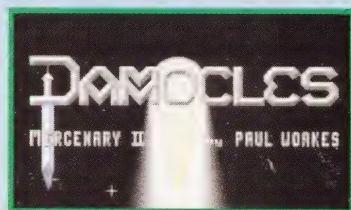
Roads have positive affects on maintenance funding.

Mass transit has positive affects on maintenance funding.



GTGA - DAMOCLES

Now that's what I call quick! Mr.D.Lane from Mansfield in Notts has actually managed to stop the comet from colliding with the planet in Novagen's excellent Damocles. Mr.Lane reckons there are other ways to avoid the disaster, but if you are having trouble and want to get some results, try this for size. Apparently, you should be able to complete this in under an hour.



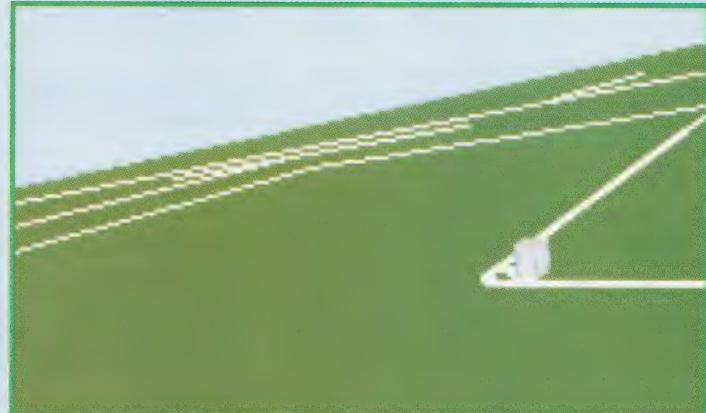
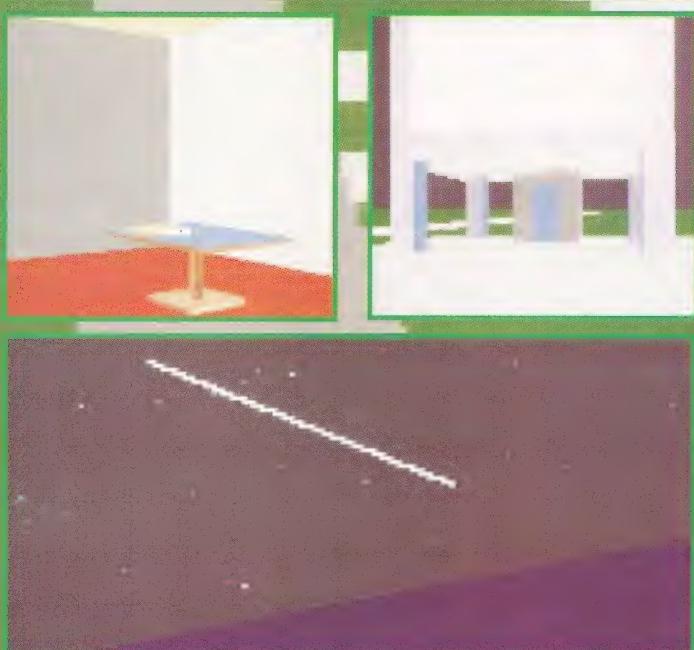
ERIS



1. Get the spaceship as instructed and then fly to Loc-ref 12:14 and get the computer.
2. Fly to Loc-ref 15:03 and buy the pressure suit.
3. Fly to Snow Island, land at Loc-ref 3:00 and get the cupboard, it contains a Nova Trigger.
4. Fly to bare Bare Island, land at Loc-ref 6:02 and enter the transporter that is on the ground floor. Keep entering until you get to Loc-ref 7:01, UR City on Gaea. Find the sideboard, it has a Nova Trigger inside. Return the way you came.

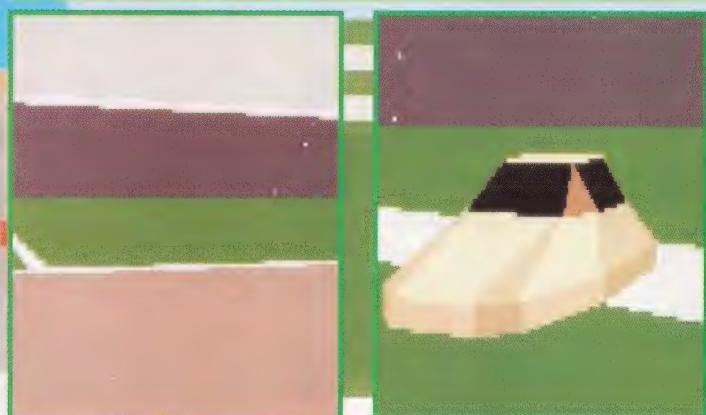
METIS

5. Fly to Metis and land at Loc-ref 5:06 and get the washbasin. To get it, walk to the table that is facing you on entry. The wall behind the table will move (it's really a door disguised as a wall!), in the room is the washbasin and, once again, it has a Nova Trigger in it.

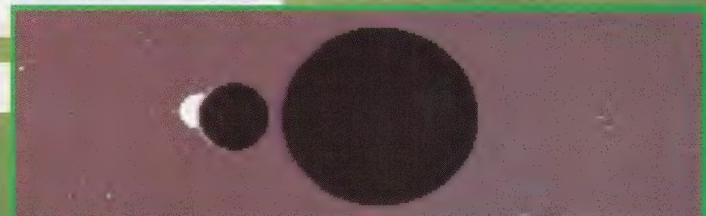


GAEA

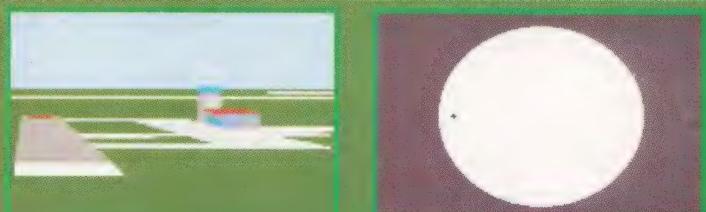
6. Fly to Chaldea Metropolis on Gaea and land at Loc-ref 6:06. Get the gold from from the basement. Next, fly to Loc-ref 5:08 and sell the gold. Fly to Loc-ref 5:06 and get the Hi-Fi system, it has a Nova Trigger in it.
7. Fly to Loc-ref 9:02 on UR and get the Nova bomb, it is in the basement behind the lift.



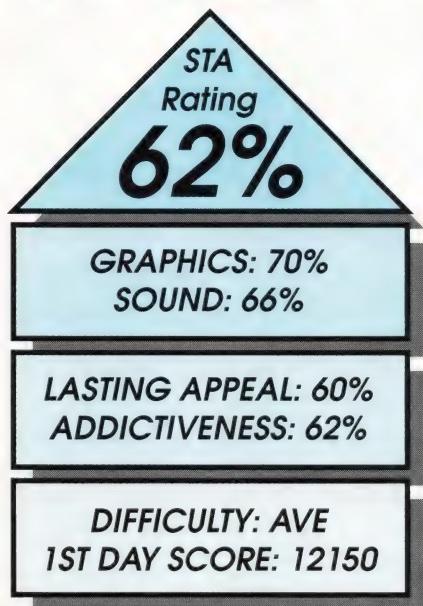
DAMOCLES



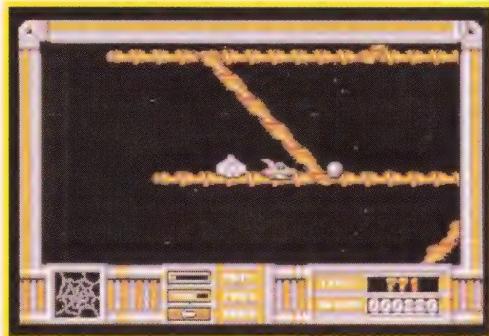
8. Fly to the comet Damocles an land on it. Leave the Nova bomb on the comet and retreat to a safe distance. Switch on the Nova Triggers one by one. The comet will explode and you'll receive your reward.



WEB OF TERROR



A passenger is teleporting home while Bimhead decides to fill up his tank.



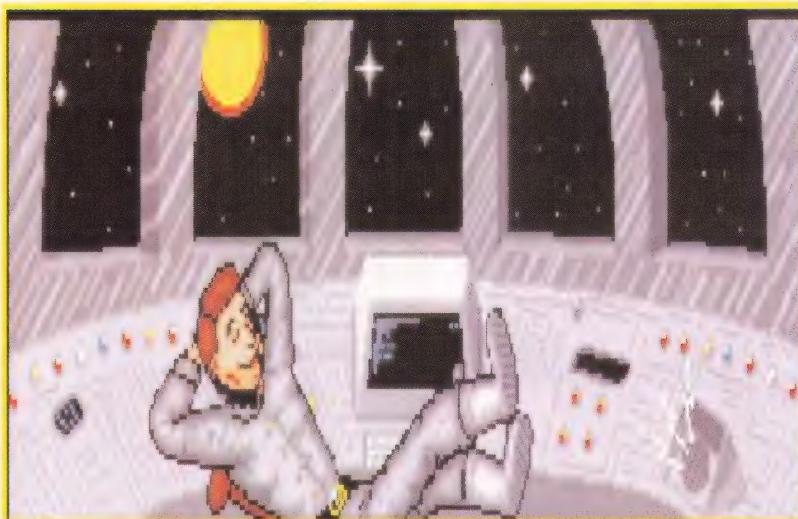
As Rock Bimhead, the greatest Space Ranger in the universe (Rock who?), you have a mission that only you are insane enough to do. You must venture onto the planet Arachnia to seek out and rescue a bunch of blind loonies who crashed their spaceship into a large web that they never saw! You know how it is...you're cruising along doing a spot of interstellar sun-

Variety is the spice of life and unfortunately Impressions' latest shoot'em-up suffers from this flaw. The graphics are quite nicely defined and the sound effects accompany the action well. Personally, I found the game's repetitive nature a little tedious. Upon completing a level you simply have to repeat the task, this time with the difficulty level a tad higher. As shoot'em-ups go, Web of Terror is a brave attempt at something just a little different. Although I award full marks to Impressions for producing the game, I'm afraid it just doesn't quite work.

NC

"Become a Space Ranger Spider Zapper as you travel the Web Of Terror."

IMPRESSIONS (£19.99)



He's so laid back. He's so cool, He's my hero! But just wait until those crazy web-siders get to gather!

bathing when "oops!", you hit a galactic web!

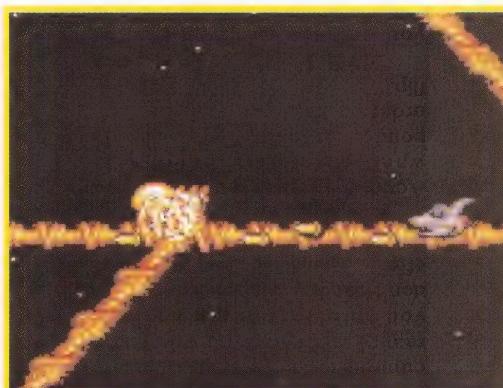
Bimhead, using a radar at the bottom of the screen, goes after the passengers, skimming along the strands of the web. When he discovers a helpless passenger, he carries out his duty masterfully by picking them up and taking them to the nearest transporter pod which will then send them home one by one. Your ship can carry a maximum of four passengers at any one time. Of course, there is a slight snag. The planet Arachnia has Arachnias on (spiders to you and me), and they're not too pleased at you taking their lunch away from them. Therefore, you have to dodge the spiders and rescue the passengers as well. Luckily, your ship is equipped with anti-spider missiles (I prefer to use my foot, actually), with which you can zap them into a cloud of dust. Also handily available are fuel pods which supply a never ending amount of rocket fuel. Passing over a fuel pod also changes the type of missile you fire of which there are two types (silver and gold). The type of missile fired determines its effectiveness when striking particular spiders.

One problem that Bimhead has, is that if one of the spiders captures a passenger, he or she will be cocooned and then be left for a while to die, in preparation for feeding time. Cocooning causes the character

to disappear from radar which makes Bimhead's job that bit harder, as he struggles to save the character from certain death. Once all the passengers have been saved or eaten, you can progress to the next level onto a less accessible web and harder to kill spiders. There are 125 levels in all, each getting progressively more difficult to complete, and sure to keep you busy for many hours.

A theme tune, entitled "Not The Spider", plays continually throughout the game, with the missiles sounding over the top, and the spiders disintegrating loudly and stubbornly.

STA

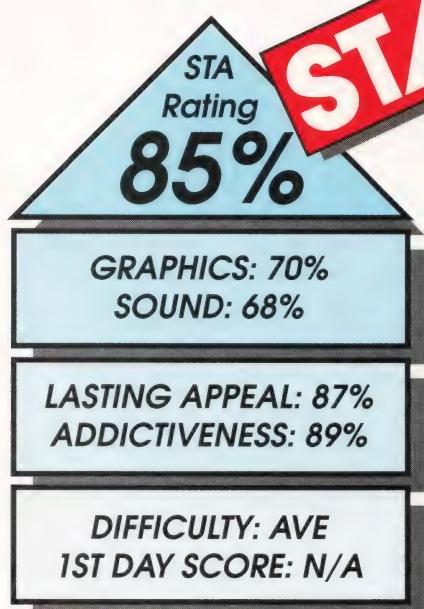


Missiles galore as another one bites the dust. The spider never knew what hit him.

This game suffers from a lack of playability. The levels don't change significantly enough to make you want to keep going, so it becomes tedious to play and any fun factor diminishes quickly. The graphics are dull and the incessant tune soon begins to annoy. The spiders are neatly designed but once you've seen one, you've seen them all. The passengers look like the old stick men once seen in Defender games - surely they could have been drawn better. You could buy a lot better games than this at the moment.

AB

"No licencing deal, no player tie-ins. Anco's Kick Off 2 has arrived with minimal fuss and maximum attention. Everyone's favourite soccer game just grew up."



Foul! Having brought the opposition team's top-scoring striker down just outside the box, your defense line up for a dangerous free kick. Forming a wall to block the attack you prepare to defend.



What with the World Cup Championships just lately, you may be forgiven for thinking, "Oh no, not another soccer game!". However, as Anco's best-selling Kick Off became the yardstick by which all other football games were to be judged it was

KICK OFF 2

ANCO (£24.95)



inevitable that the Dartford-based software house would sooner or later release the follow up. Known simply as Kick Off 2, Anco's latest game has arrived and fans of the original game will be itching to know what's new.

Kick Off 2 has been in development for some time now and although the basic structure of the game remains the same as ever, the team have spent their time adding to and improving on the original gameplay. Having loaded the screen

changes to display an east-to-use menu system. Nine initial options are open to players. The Options screen will allow users to determine the basic elements of the game. You may now decide what pitch conditions you prefer; how long you'd like the game to run; whether you wish to play extra time; or even the skill level you'd like to play at.

The Practice option allows players to test their passing and trapping skills without being harassed by the opposition. Unlike the original Kick Off, two players can now practice simultaneously. Before play starts, you may also alter the conditions of the pitch, weather and the like.

KIT DESIGN

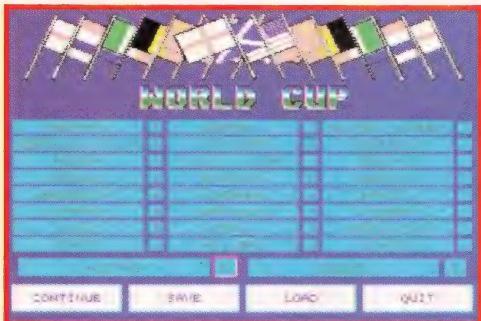
Team A	Team B
ENGLAND	SPAIN
FRANCE	GERMANY
ITALY	SWEDEN
HOLLAND	SCOTLAND
DONE	

Using the game's kit designer, you can make your own personalized strip. You may choose which type of pattern you prefer and then the colours.

Kick Off 2 is undoubtedly the soccer game to own. With its wealth of extra options it easily outshines both its predecessor and all the other games around. The gameplay has been enhanced and play is both enjoyable and challenging. Personally, I would have liked to see more pitch detail and especially a centre circle. The sound effects are still sparse but this doesn't detract from the top-class playability. I didn't notice any bugs either, it's nice to see a game that's been fully tested. At the end of the day, I'd definitely recommend this corker of the game. Anco have most definitely come up trumps.

NC

Kick Off 2 comes complete with a World Cup game. All the teams featured in the 1990 championship are included and you can control any of them.



The match may be played over a number of different durations; these range from a quick three minutes per side to a more gruelling ten minutes per side. However, league and cup matches are always played for five minutes each way. Although it doesn't change graphically, the condition of the pitch does affect the way in which the ball reacts; plastic pitches will cause the ball to bounce high and travel faster while soggy pitches will reduce bounce and speed.

New options include extra time. When this is selected and the teams are on level scores at full time, an extra period of time is played. However, should the teams still be tied when the extra time is over, the game will be decided on penalties. Unlike the original Kick Off, players now have their own individual skills and, should you feel that one of your players isn't performing well you may substitute him. There are five skill levels too, these range from fourth division players to top-class internationals. There's even an option that allows you to transfer your Player Manager teams. The game may also be played at three different speeds; at the slower ones, players may enjoy a more tactical, passing game.

A more varied array of kicks is also open to players. In addition to dribbling, heading, shooting and tackling, players may now perform banana shots and scissor kicks. By pressing fire to shoot the ball and tugging left or right on the joystick, players may now curl the ball to devastating effects. Scissor kicks are especially useful for dealing with goal kicks. As the ball flies through the air,

I must admit that I thought that the original Kick Off was so good it couldn't be improved on. However, with new kits, action replays, and set piece play, Anco have performed miracles, creating a game that is twice as good as its excellent predecessor. Having seen the Amiga version, I must admit that I would have liked to have seen a different pitch surface to reflect the conditions, but this is only a minor gripe that is more than made up for by the superb playability the game offers. Without a doubt, THE best game ever to grace the ST - and that's the highest accolade I can give.

SM

Did you see the England Vs. Germany match? We were robbed! However, I recently replayed the game and we went on to win the trophy! Anco's Kick Off 2 is the best footy game to ever appear on the ST. Those of you who thought Kick Off 2 was good will go absolutely ape over this. The extra kicks and the ability to slow the action down whilst keeping the skill level high makes for a technically precise and enjoyable match. I would have liked to see more pitch detail; there wasn't any difference between soggy pitches and plastic pitches. Despite my minor grumbles, Kick Off 2 is the best of its kind. I'd recommend it to anyone.

SW

PITCH	NORMAL	SOFT	SOOGY	PLASTIC
DURATION	3 X 3	3 X 5	5 X 10	5 X 20
WIND	OFF	LIGHT	MEDIUM	STRONG
EXTRA TIME	NO		YES	
AFTER TOUCH	NO		YES	
LEAGUE SKILL	INTERNATIONAL	DIV. 1	DIV. 3	
GAME SPEED	NORMAL	50%	25%	
SKILL LEVEL	TEAM A		TEAM B	
SELECT TACTICS	TEAM A		TEAM B	
REFEREE	RANDOM	R. J. FERNANDEZ		
DONE				

Kick Off 2 sports a wealth of new options. You can decide on the pitch conditions, the strength of the wind, the skill of the teams and whether you wish you play extra time.

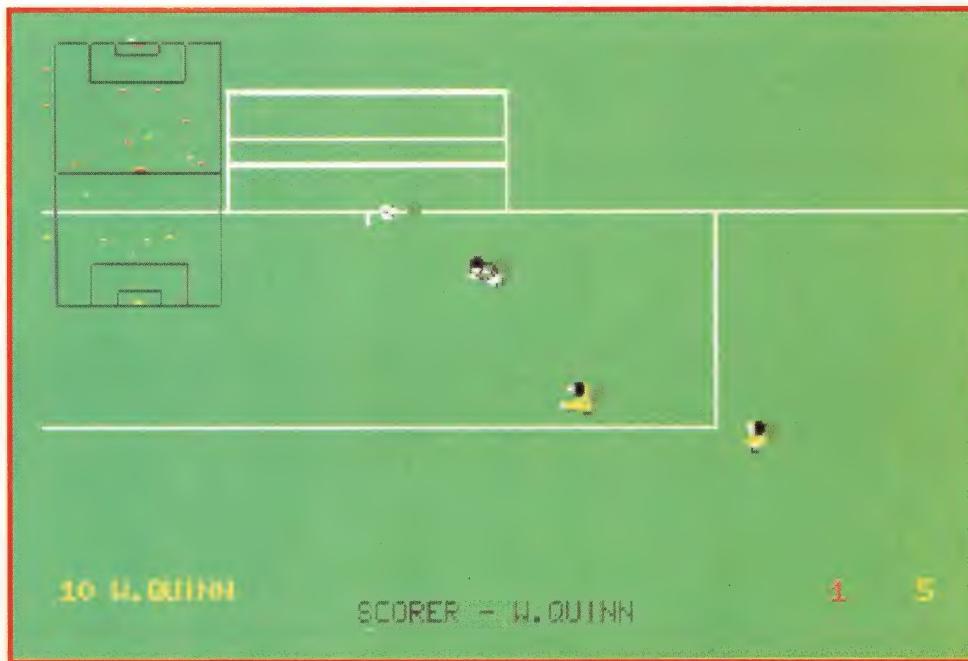
pulling back on the joystick and pressing fire will make the player perform a spectacular overhead kick.

Kick Off 2 is perhaps best experienced during a league. Eight teams make up league and these can be either computer or player controlled. Leagues are played over fourteen weeks and can be saved on to disk at any time. Kick Off 2 uses default international teams, but by using

the kit designer you may create your own individual squad.

The game is also accompanied by a 1990 World Cup league. This allows players to re-live the events of Italy and even change the outcome. Also included is the option to load other special events which, no doubt, Anco will be releasing in the near future. Until then, you'll just have to play this to your heart's content

STA



Goal! Using the game's in-built action replay option, you can sit back and enjoy the skill of your players. The game even allows you to save your goals and replay them at your leisure.

HOYLES BOOK OF GAMES

"How do you fancy a game of cards? I bet you'd like to play against some of Sierra's best loved heroes, now's your chance."

SIERRA (£24.95)

Eyes down for a quick game of Hearts. As you can see, Larry isn't much good and neither is King Graham. However, the old Colonel is mustard. You'd better watch him!

Game Speed Sound Hearts



If you've ever sat playing cards at a smoky table in a bar, with a crowd of ruffians around you, you'll know what it's like if one's a bad loser - you end up with endless bruises and he comes out with your rightful winnings. Well, fret no more because you've no need to worry about your aching body because in Hoyle's Book of Games violence from bad losers isn't allowed (phew!). Sierra have decided to allow anyone, whatever their age, to enjoy a friendly game of cards, either against a hardy opponent or one of the stars from the excellent Sierra quests.

Before play commences you must enroll in the game. Having performed this

task, you must next decide which of the nine decks to use - don't worry, they're not marked. Finally, you must pick which game you'd like to try your hand at; there are six games to choose from: Klondike Solitaire; Gin Rummy; Crazy 8's; Old Maid; Cribbage and last of all, Hearts. Each comes with a detailed description of how to play the game, and tips on how to win. The number of players can vary from one to four, depending on what game you play. Everything is conveniently controlled by mouse. As mentioned before, the opponents you choose from vary in difficulty, ranging from Leisure Suit Larry who is a novice at all things except pulling girlies (but even then he is not very successful!) to the programmer of the game, who has depicted himself as a master of the deck, and all who play him will surely need a mighty hand to beat him.

I must say this makes a change from their usual, brilliant adventures, and I think it is a welcome one at that. Some people think that a quick game of cards is boring, but I think that Sierra have tried to spruce it up with the addition of the characters such as Larry Laffer. The selection of games to play is varied, therefore improving the games lasting appeal. Overall, certainly a different game from Sierra, but one that I think would suit appeal to the gamblers amongst us.

AS



If you don't fancy playing against any of the Sierra players you may instead to try your hand at solitaire, otherwise known as Klondike.

Hoyles Book of Games is a radical diversion for Sierra. However, the way in which they have included several of their best loved characters will appeal to fans. The graphics are very well presented and the animation on the characters' faces really add to the overall presentation. The sound effects and tunes are also of a high calibre and is greatly enhanced by the Roland Synth. However, I personally didn't find the actual games very challenging. All the games are pretty easy, even when you play against the tougher characters. Still, I'm sure younger players will enjoy Hoyles no end.

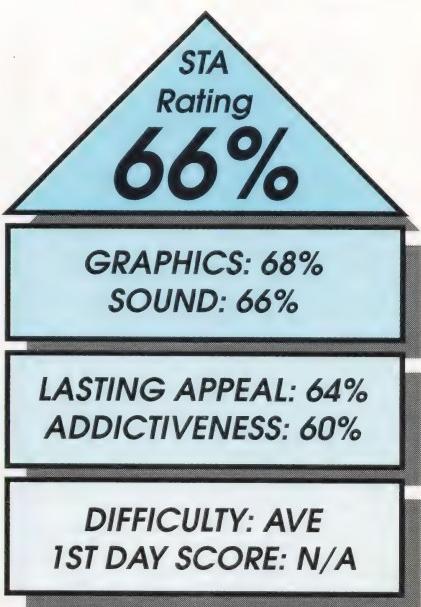
NC

You may play against a number of opponents. The ones on the right are the novices and are usually easy to beat. The opponents on the left are real sharks and you'll need you wits about you to survive.



Throughout the game, the characters all interact and talk to one another. As you win games their facial expressions will change to disgust. However, if you keep losing they'll smile and cheer.

STA



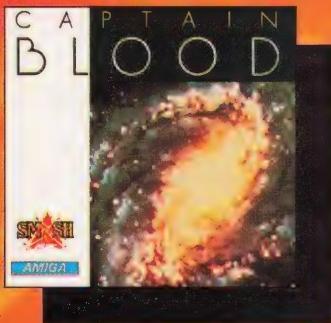
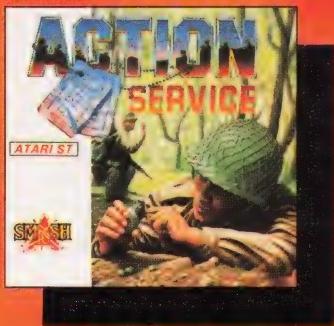
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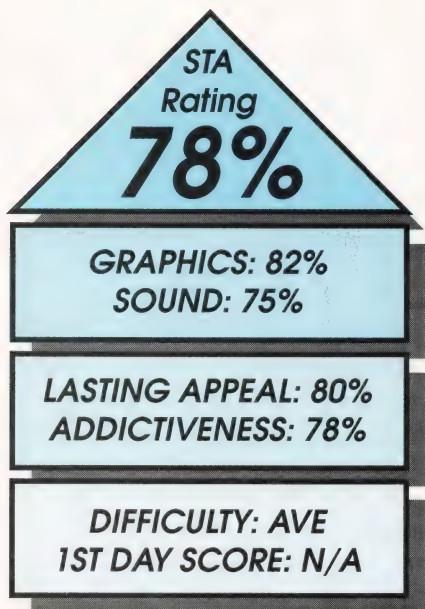
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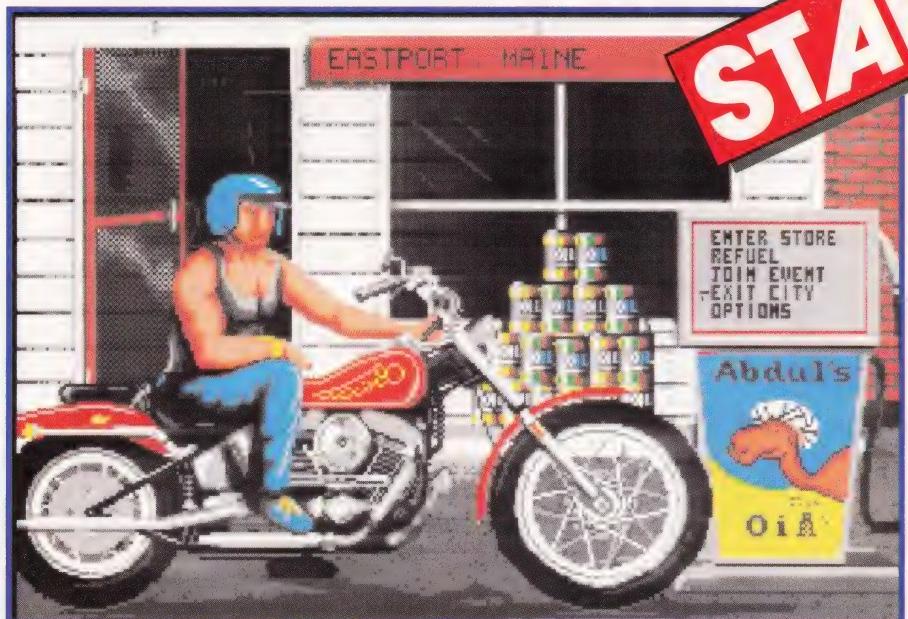
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You'll begin the game parked outside of one of the many shops that can be found at each of the towns. You can save your game position here as well as refuel your Harley Davidson.



Hey, man. What's goin' down, bro? I see ya got yerself a Harley. Nice machine, my man. Let me tell ya about the road to Sturgis. Take a spliff man and relax while I lay it on ya. Sturgis is one of the coolest places around. Its a little town located off 1-90 in the Black Hills in S.D. That's South Dakota, my main brain. All the serious bikers take a hike up to Sturgis for one of the grooviest parties around. All right! Let me continue. If ya good enough, you can mellow out in one of the races that are held regularly. Fancy taking part in a drag race? Short-track race? How about hill climbs? Don't really matter which ya choose, they're all mega chill-out. That reminds, dude. There's also plenty of chicks, ya know - broads. Cool moss babe. A word of warning from the wise man of Kentucky. Watch out for smokies. There all over the place and they'll try and give ya some bad vibes man. Burn rubber only when ya sure there aren't no smokies around. That's all I can tell ya, really. Good luck, my man.

Well, now that we've got all of that waffle out of the way I'll tell you the ins and outs of Harley Davidson. You've just registered yourself down for one of the greatest motorcycle treks in American

HARLEY DAVIDSON

"I know ya just itch'in' to get out on that highway and burn rubber. Now I'll not be keepin' ya but just watch out for them bears and keep ya nose clean. Be seein' ya!"

MINDSCAPE (£24.95)

history - the Road to Sturgis. Anyone who is anyone (and owns a Harley) will definitely be there. The first thing you'll need to do is sign your name down and select your skill level. Several attributes will be credited to you in true RPG style and you can choose this to alter your characters skills. These include; mechanical; brawl-

ing; wealth; charisma and riding ability and they will reflect on your performance during the journey. You will begin with a small purse which you can use to purchase items from the many stores that are to be found in each of the towns along the way to Sturgis. Items can be brought by selecting the different goods with the mouse pointer - a screwdriver. As well as buying parts for your bike you can buy

This game will definitely appeal to all biker fans, and even though I am not a biker myself, I found the game great fun to play and very amusing. The inclusion of the events makes Harley-Davidson one of the funniest games I've played for ages. The graphics are beautifully drawn and superbly animated and the speech text is very funny indeed. The roar of the Harley has been well converted although this is basically all the sound that there is. Picking up chicks couldn't be more fun although Clarkson and I did find it a little awkward at first. I highly recommend this game and you would be a fool to let it pass by.

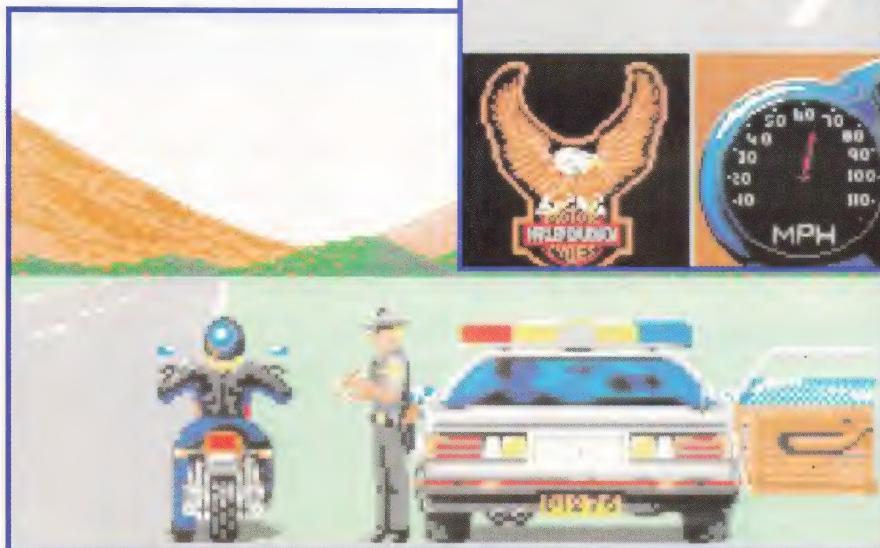
SW



Inside it is like a bikers dream come true. The shelves are littered with extra parts for your bike as well as tattoos, cool shades and clothing, such as the german-style helmet.

Riding along the roads can prove extremely hazardous. If you travel to slow then you may be hit by another car, travel to fast and you may incur the wrath of a smoke.

Didn't really heed my advice, did you? If you travel over 70mph then you will be pulled over by a copper who will then slap a fine on you, although he may just give you a warning.



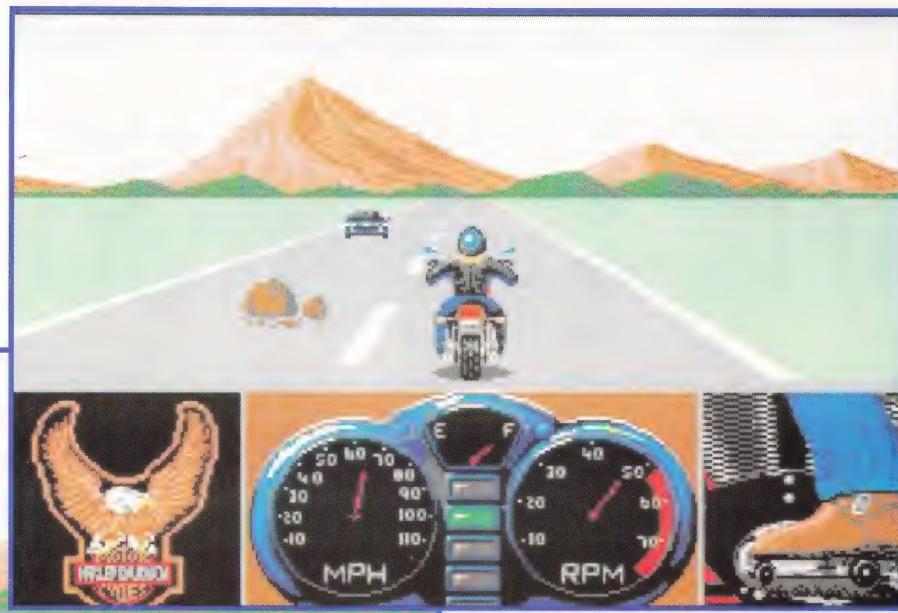
snazzy jackets and boots, and even have a tattoo done. The shops are also a good place to save your game position.

When you enter a town you may be given the option to participate in an event. Ever heard of a Poker run or a Weenie run? In a poker run you are required to race to the finish line while snatching cards from card-handlers who are on the side of the road. The weenie run requires your chick to stand on the bike and eat sausages that are hanging from bridges. If you do well then you will be congratulated and be rewarded with prize money. Lose and you will be a laughing stock. There are other various events such as the drag-race, slow-ride contest and the hill climb.

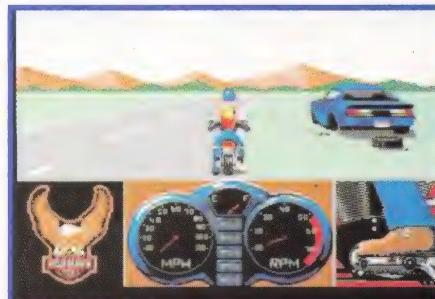
As you journey from one town to another you must avoid the other cars as well as the rocks, wood and water puddles that lie in the road. Hit any of these and you will be forced off your bike. Don't

What a wonderful game Harley-Davidson is. Everything has been detailed to perfection. The digitized graphics and humorous text add to game appeal tenfold. Visually, the game is perfect in every way and the animation on the motorcycle brought back fond memories of the classic film, Easy Rider. Apart from the engine sound there aren't many other sonic touches which doesn't detract from the game at all. I was extremely impressed with the events, especially the weenie run which left me in fits of laughter as my chick tried to grab a sausage. I cannot fault this game at all and recommend it wholeheartedly.

JS

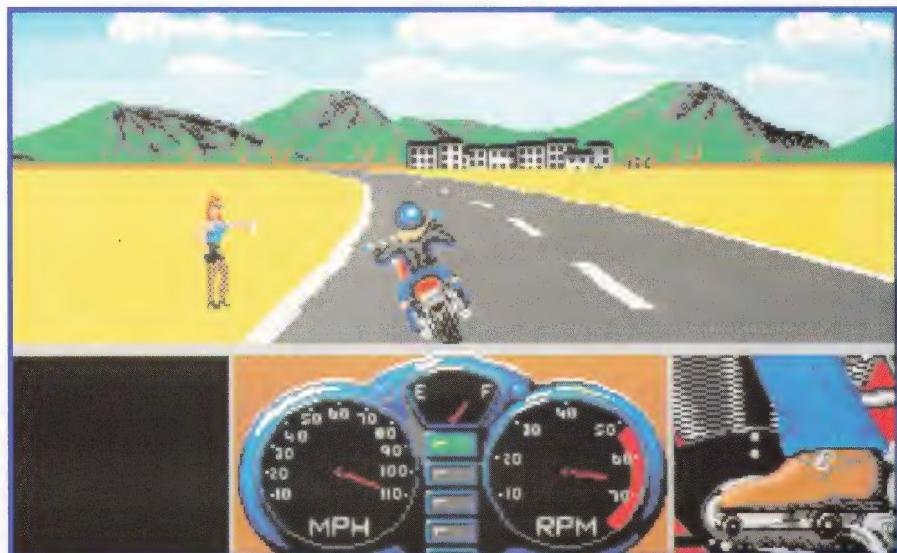


There are chicks all over the place and they will gladly take up your offer of a lift. It can prove a little awkward at first when positioning the bike right next to her



When you pull into one of the gas stations you will be given the option to enter into one of the events. here we see the weenie run where your passenger must stand up and catch sausages.

STA



The road to Sturgis is a long and hard one and, for most of the time, I found myself in a heap by the side of it. However, Harley-Davidson is a fun-filled game that will keep most of you happy for quite some time. Personally, although I enjoyed the various events, I found the game somewhat lacking. For the most part I travelled from town to town, attempting to win extra cash. The game is very well presented and Mindscape have obviously worked in close collaboration with Harley-Davidson, the net result being a game that most of you will really enjoy.

NC

"Football extravaganza as you play to win the top three championships."

TREBLE CHAMPIONS

CHALLENGE (£19.95)

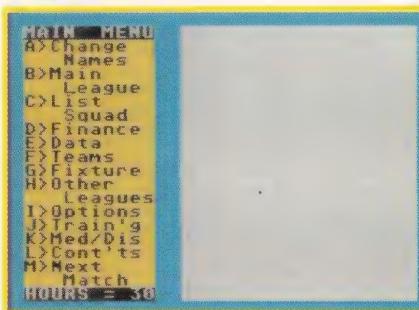
Five years ago, this would have been an acceptable game but now it is totally out of date and belongs in a museum. Those who have never played a football simulation before may find Treble Champions a reasonable game, but for most of us, it is a good example of poor programming in a well developed gaming age. I think any gameplay in Treble Champions got up and walked out during programming and refused to return. I don't mind football sims not having graphics, as I am a great fan of Tracksuit Manager which is all text based, but Treble Champions has no place on the modern games scene.

AB

Sports simulations have always been popular, and football simulations date back to the dawn of computer games. Football Manager was the first revolutionary football game when it arrived on the 8-bit machines, and since then the formula has been thoroughly tried and tested.

Treble Champions contains all the usual features that the football gaming public have come to admire and have now learnt to throw up at. Amazing, unbelievable features such as choosing your team, squad, and who to buy and sell are incorporated into the game. Fitness training and skill training are available to the players, which should improve their performance during matches. All players are detailed with their age, ability, form, potential, number of goals scored, and appearances. They also need paying, and their contract renewed if necessary. Player details are available for each team, as well as each team's formation. This will help decide your own tactics when facing a team, and proves particularly useful when tackling a difficult team. You can begin playing in any division, toggling the difficulty level to make the game more interesting. This, of course, means you can start in Division One which may sound appealing, but this only means that the only way is down and if you achieve successive relegations, it can cause serious

From the main menu, every part of the game can be accessed. There's no messing about with this game!



damage to your ego!

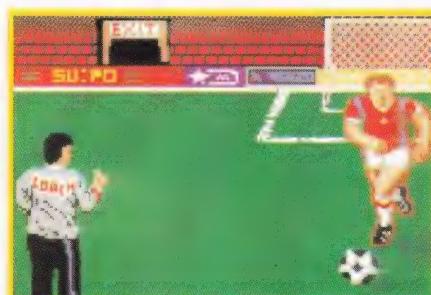
The match itself is non-graphical, showing the ability of both teams on screen including strengths in defence, midfield, attack, along with figures of each team's amount of possession and shots at goal. Whenever there is a shot, a thud sounds and if a goal is scored, the invisible fans scream out in delight. During a match, players may injure themselves or pick up disciplinary points, which will affect whether they play in the next match or not.

There are three championships to play in: the League Championship, the F.A. Cup, and the League Cup. Just like the real thing, replay matches are played mid-week, meaning you will have to choose

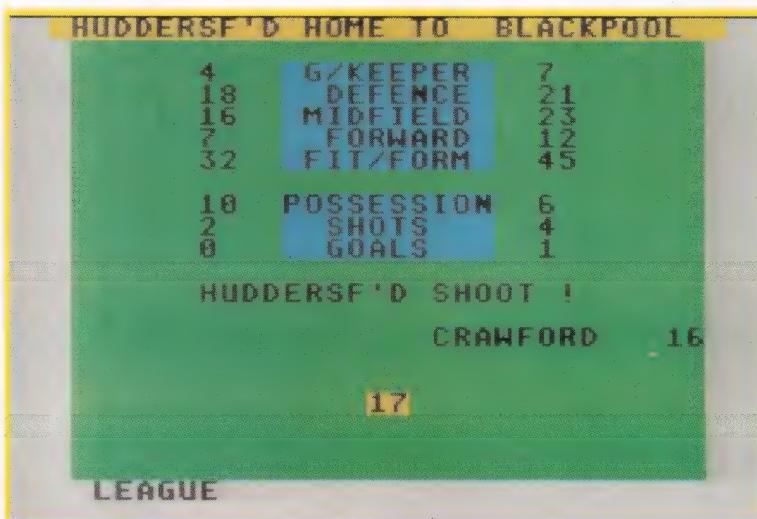
STA Rating 55%
GRAPHICS: 61% SOUND: N/A
LASTING APPEAL: 59% ADDICTIVENESS: 59%
DIFFICULTY: AVE 1ST DAY SCORE: N/A

your midweek team carefully, because of the weekend team considerations. It will depend on which championship you value winning the most as you wouldn't want players injured or banned when playing an important match.

All the league tables can be viewed upon request, as can the fixture list for the division appropriate to your team. Relegation and promotion prospects are possible, with the game including all the league divisions and each team within each division. Even the GM Vauxhall Conference is included so those looking for a real challenge can begin from the very bottom, and fight their way to the very top. **STA**



Training shows a still picture. The graphic artist was probably also training at the time of programming.



The actual match is played with a textual display over two long periods. Scorers and the time they scored is displayed below the teams.

Treble Champions is a very detailed piece of software, with many playing intricacies including details of every team and player in all the five divisions. As more football simulations appear, I'm sure they'll get even more complex. However, Treble Champions fails to maintain interest in a competitive aspect of computer games. There is nothing significantly different in Treble, and during matches, you tend to drift into boredom, only to wake up to a screech supposedly representing a loud, cheering crowd. Treble Champions needs pepping up somehow, otherwise it just doesn't cut it.

JS

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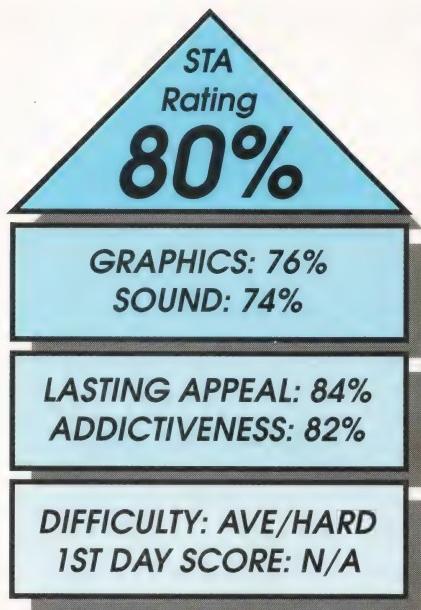
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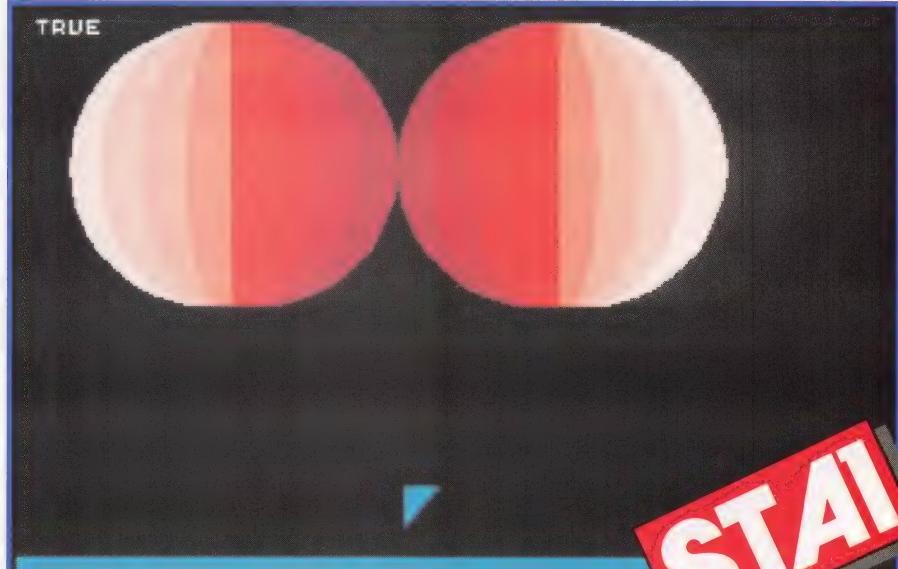
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After you have set up certain effects you must then go to the 3 day scan icon where all your effects will be worked upon and the results shown on the orbit map.



DEBUT

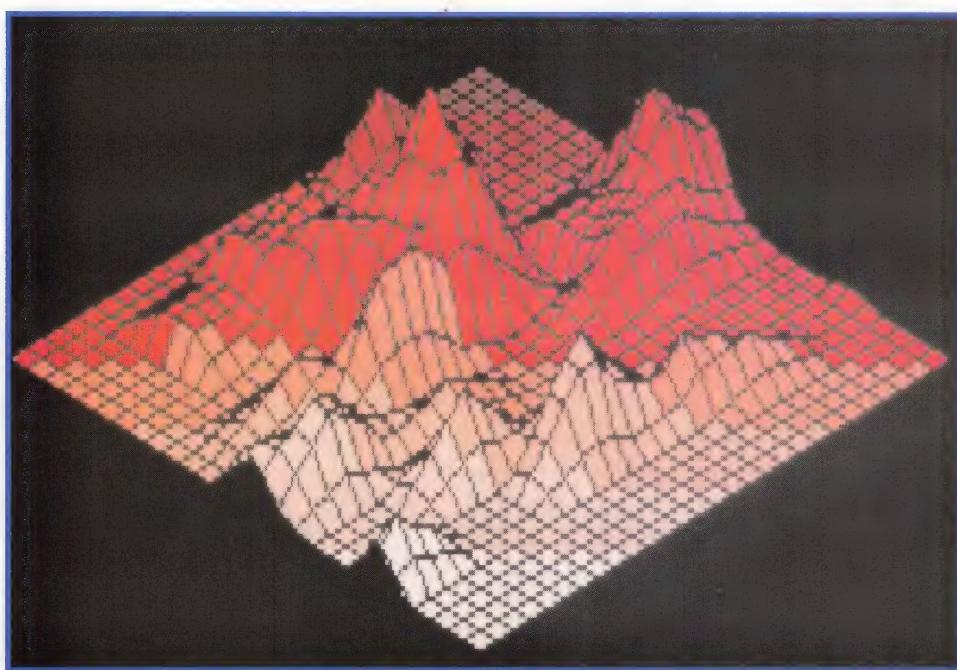
"Green issues are in the public mind more than ever now and with the release of Debut you will be able to appreciate just how much effort is needed to create and stabilize a planet."

PANDORA (£24.95)

never have appreciated before. The basic foundations of your planet will be created and you will be required to locate a worthwhile position to create life. Everything is controlled via icon menus which prove quick to use extremely user-friendly.

Through these icons you will be able to alter the weather, plant life, animal life, human life and put in and take out any chemicals. With the correct balance you should be able to make the land fertile and thus sustain life.

The main control panel to the game is the Jostick Control. From here you control the main features of the game, where you can set down certain rules and then regulate them to best effect. There are two views of your world and that is the orbit



By moving a satellite around the orbit map you can then choose to zoom in on different locations. From here you will be able to select a zone and retrieve information about it.

It is nice to see such a complete package as Debut that, although supporting the green effort, isn't just jumping on the bandwagon. The presentation to this game is fantastic and it is obvious that every care and attention has been taken in releasing a first class product. The graphics are very effective and while the game is interesting to play it is also very educational. It does take a fair while to get into but once this obstacle has been overcome then the games true potential shines through. An excellent product that should make you aware of the difficulty in stabilizing a planet.

SW

The Joystick Control panel is the main interface of the whole game. From here you will be able to set certain conditions on most natural effects such as wind, rain and temperature. The Joystick is completely programmable and this will aid the player in finding out whether or not certain conditions exist.

DOING IT FOR OURSELVES



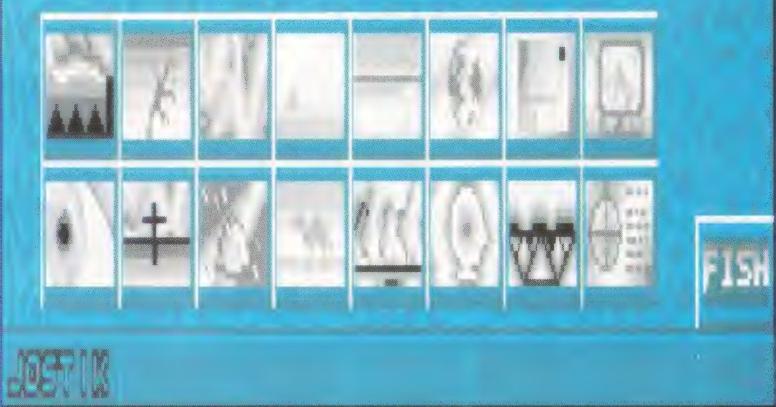
view and the scan view. The orbit view allows you to see the planet from both poles and it is broken down into certain shades that indicate certain effects. The other view, the scan view, is a zoomed view of part of the world. From here you can move around the landscape, select a certain location and retrieve information about it, information such as weather, temperature and life status. The Joystick is programmable in the sense that you can program to act on certain rules. You could, for example, program the Joystick to display only areas where life is ripe. You would select certain parameters and then use the view tool to see the results.

There is another section to Debut which will prove equally as important as the first and this is Tyme Hounded Conscience (THC). It is here that you will be enter the cities of your planet that lie underground and claim the resources necessary to keep your planet alive and prosperous. You must collect the people from the cities and place them on the surface of the planet but first you will need to

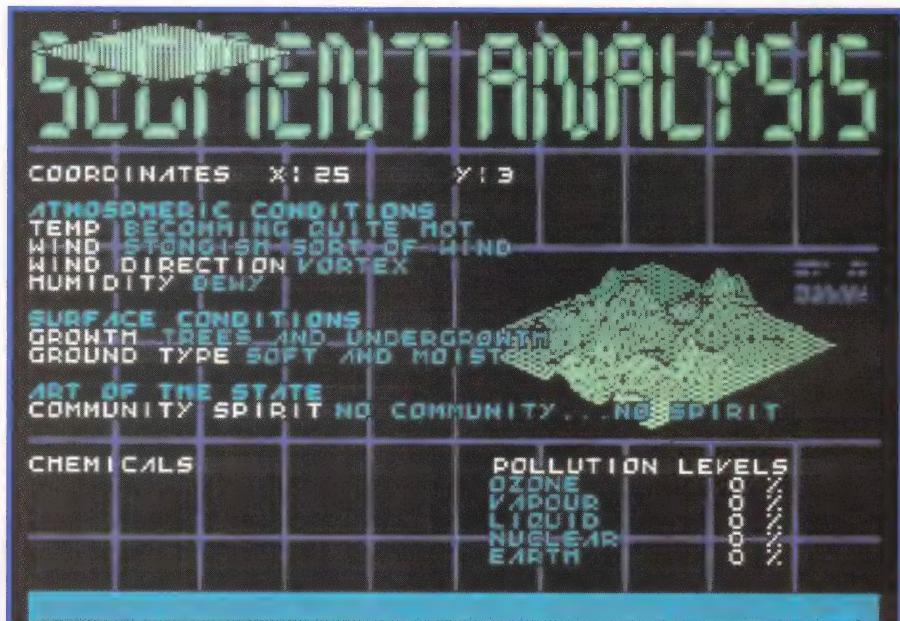
It is good to see that the software companies are also taking the green issues seriously and I have to say that Debut is the best 'green software product' that I have ever seen. I never would have believed that creating and keeping a planet would prove so difficult. It certainly makes you aware of the difficulty in rectifying the harm that has already been done to the planet. The graphical presentation of this game makes it a marvellous simulation that is full of surprises. A little awkward to use at first, once I had mastered the icons I was engrossed for hours.

JS

PLANETARY ATMOSPHERIC SYSTEM



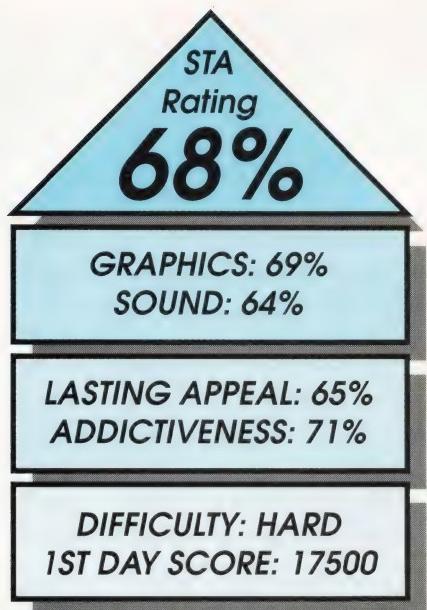
In Tyme Hounded Conscience you must venture into the cities and shut down the main reactors while collecting people. These people can then be placed on the surface of your planet.



The info will be of value to you as you will be able to monitor any pollution that has taken effect. You will also be able to monitor any life that may have started

Making babies may be easy, and quite good fun, but if you ever thought about making a planet then my advice would be to get your facts right first and definitely take precautions. Debut isn't really a game, and it doesn't profess to being one. Instead, it is more of a simulation of the time and patience that is required in creating a planet and then stabilizing the environment on which it exists. The game is fairly complicated and it will take some time before you become familiar with the controls, but, once you do, you will be in for a real treat.

NC



'Current planetary status critical... loss of manpower and equipment too high to sustain law and order... breakdown, disorder, chaos... anarchist aliens launching furious and merciless attack... all important planetary personnel must be rescued.' You could be forgiven for thinking that this was the scenario for Defender, and Psygnosis make no apologies for that. The fact is, although it is based on the aforementioned classic, Anarchy is pure invention. Usually renowned for big, bold and beautiful graphics, the Psygs have reduced the sprites to minute proportions, maintaining the same attention to detail, in order promote furious and fast action. A'la Defender, your objective is to protect



Screaming across the planet, you must intercept the marauding aliens before they waste the space station's personnel.

Punk may be dead, but sheer Anarchy is alive, kicking' and living in this game. Microscopic graphics give a massive play area in this truly arcade quality game. This is a game to out clone all Defender clones, forever. The gameplay is never short of frenetic and game control, as well as the feel of the game, promote a thoroughly enjoyable and exciting arcade. The theme may be an old one, but it certainly isn't tired out, as this brilliant interpretation proves conclusively. This is the best alien arcade formula ever - splendidly executed arcade fun and highly recommendable to all fast-action arcade fans!

JS

"Sadly, messrs Vicious and Rotten have faded away in a furious flurry of spiked hair, straps and safety pins. But according to Psygnosis, full-blown Anarchy still rules, O.K?"

ANARCHY

PSYGNOSIS (£19.99)

Psygnosis make no bones about it, Anarchy is fast. The game is basically a blatant copy of the old Williams coin-op, Defender and fans of the old classic will go absolutely ape over this. Psygnosis have proven that the ST can handle super-fast, super-smooth horizontal scrolling. The graphics are well presented and the sound effects excellent. My only quibble would be of the controls. However, having come to grips with the joystick, I soon learned how to survive. Anarchy is a first-rate shoot'em-up that is a cut above the rest. If you like zapping things, you'll love this!

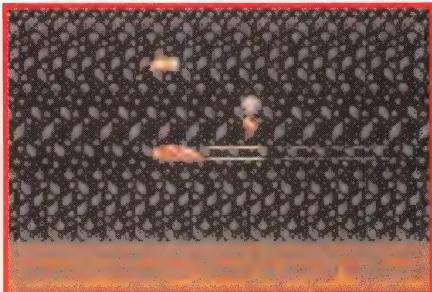
NC

and rescue the personnel on the planet surface. But playing in an environment which boasts 4-level parallax scrolling, arcade running speed of 50 frames per second and up to 50 colours on screen.

First, you can select normal play, or expert, which introduces the extra manoeuvring difficulties of inertia which effectively cuts out the air brakes. Meanwhile, hovering feet above the stricken planet, you take control over a lightning quick interceptor vessel. With joystick control, you can scream across the planet surface, stop on a sixpence and change direction. The firebutton launches a single shot laser, but this weaponry can be strengthened and improved during the assault. The alien perpetrators are a varied bunch with as many as eighty varieties attacking at once, some directly in combat others destroying the bases and plucking up the stricken personnel off the planet.

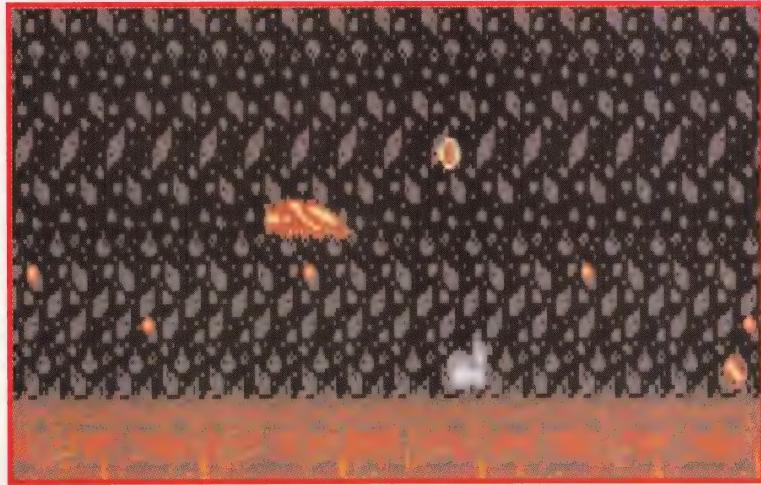
The personnel are in canisters which roll across the planet and at the beginning you have ten to protect, although this number increases as the assault ensues. Your ship has an energy shield which depletes on impact with alien vessels and fire. However, as you blast your way

The canon outrider soon proves to be an invaluable add on as you simultaneously blast aliens at the top and bottom of the battle area.



through the enemy ranks, each dead alien yields a different token. Some of these tokens beef up your weaponry culminating in a six shooter and a so-called Nackem Power which eliminates all visible aliens. Other weapons include the Devastator smartbomb which sends a sonic bar smashing across the screen. One of the strangest weapons I've ever seen is the Canon Outrider which flies with your vessel on a tractor beam. With a screen full of bouncing, screaming and spiralling aliens attacking at once, you're going to need all the weaponry you can get hold of.

STA



Collecting a Streaker token awards you with a six side-shots armory which makes you momentarily invincible.

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The whistle goes, the ball inches forward from the center spot and anything could happen in this game one things for sure there's gonna be a winner and a loser.



"Elected for his undying enthusiasm as much as his soccer skill, Emlyn 'Crazy Horse' Hughes was a successful captain for both the great Liverpool side and England."

INTERNATIONAL SOCCER

AUDIOGENIC (£19.99)

Emlyn's Soccer loads up to reveal an option screen, where you can set play preferences and team choices. Here, you can choose teams and also whether you want to play a single game or a tournament and a one or two player game. This is the only decision making to be made in a game which is all-action soccer..

Loud and rapturous digitized crowd noise electrifies the atmosphere as the players automatically take their positions. The whistle goes and it's all up to you. As you know, the majority of footy games are viewed from an overhead projection. But Emlyn's show a more realistic, slightly raised, side-view.

You control one player at a time and, as usual, the player who's in play is indicated by an arrow. The joystick control proves to be responsive as you fight for possession and the switch between players is nice and snappy. In the one player

option, you play against a highly intelligent computer controlled team, which seems to adapt to the way you play. Speaking of which, player and team control is the most straightforward yet open to interpretation and personal techniques. Of course, holding the joystick in any particular direction will make the player run in that direction. But the joystick to player connection is such that you can turn on a sixpence, change direction and sidestep at will. To dribble the ball, you can side-step the opposition by nudging the joystick 90 degrees to your direction of movement and quickly release. You can also use this method to barge when attempting to win the ball back from the opposition. meanwhile, sliding tackles are totally acceptable and achieved by pressing and releasing the firebutton at the correct moment of interception.

You can kick the ball in up to three different heights and five different directions and this is one of the options to be made at the beginning of the game. From one to five direction, the kick options become more varied and powerful, but also more difficult to use. So you've got to wot this up when making the choice. Kick height is determined by where the joystick is positioned when the firebutton is released. For

Excitement explodes into frenzy as the ball travels dangerously near the goal, control switches to the keeper as he launches into a dive across the goalmouth.



example, if the joystick is pointing in the direction that the player is travelling, the ball will stay low. But if it's pointing in the opposite direction the ball is lobbed. The direction of the ball is determined by which position the joystick is when the firebutton is released. Also, there are extra features such as back heels which are achieved by pressing the firebutton and nudging the joystick backwards.

Finally, a great feature is the general information board which not only referees the match but keeps up with play and shows which players are in play. **[STA]**

Emlyn Hughes' International Soccer reminded me of the International Soccer game that was first available in cartridge form on the old C64. However, with a wealth of added extras Emlyn Hughes' International Soccer is a great little game. Fans of soccer games who don't feel at home with the overhead view of Kick Off will probably prefer the larger style graphics found within the game. Emlyn Hughes' International Soccer is very well presented and with the simple joystick controls the game is great fun to play. Well done Audiogenic!

NC

'The boys' done us proud', as they say, and all concerned in the production Emlyn's International Soccer deserve a hearty slap on the back. The game's release may have missed the football mania stirred up by the World Cup, but this is certainly the best, by a long chalk, of the many soccer games which were released over the period. I particularly like the realistic play perspective, the general play controls, the great crowd noises and the clever commentary/information board. All in all, a very complete, all-action soccer simulation that'll probably leave Emlyn bubbling and squeaking with excitement.

JS

STA
Rating
72%

GRAPHICS: 69%
SOUND: 67%

LASTING APPEAL: 76%
ADDICTIVENESS: 77%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

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ST29

THE HI-TEC CHALLENGE

HI-TECTM

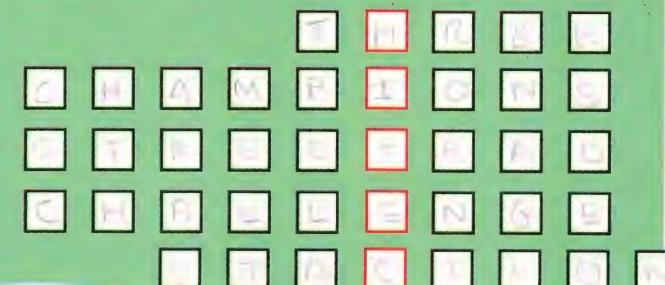


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Remember, all entries should arrive before 30th October 1990. Good Luck!

THE QUESTIONS

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2. WE ARE THE
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4. SOFTWARE, PRODUCERS OF THE GAME.
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CHALLENGE

SOFTWARE

With the drill icon chosen, you burrow into a temple pillar. Suddenly the screen darkens and you are treated to an arcade game.



"Attention all fringe adventurers! Here's a game which claims to dispense with useless text and stuffy adventure protocol. Fancy a bit of an adventure? Cor Not 'arf!"

ASTATE

— NEW DEAL (£19.95) —

Claiming to be a totally new concept in the realms of adventuring, Astate hopes to dispel the theory that adventuring is for boffs and softies, thanks to an original control design. But first, the background to this adventure. The legend of Astate and the statue of Theomorphe has baffled scientist and spiritualists for centuries. The mysterious myth is still, apparently, alive today. The historical facts about the kingdom of Astate dates back to the year 940 AD, and the story really begins when prince Theomorphe succeeds his father to the throne of Astate. All the mystery, murder, war and death which follows weaves a web of intrigue, and this is what this particular mystery is all about.

Theomorphe had befriended his father's enemy, Charles De Got, a knight

of the Temple, and had maintained a secret friendship with him until his father, Theomorphe inherited the throne and went on to build Astate into a magnificent kingdom. In time, his wife had a son, Vasileus, who ascended the throne after Theomorphe's death. Vasileus had a massive golden statue built in memory of his father and this idol became a symbol throughout the wars, revolts and feuds which followed. Strangely, however, the statue disappeared and its whereabouts is still a mystery today.

What did this statue represent? Does it still exist? The conclusion to a mystery that has lasted for centuries is now in your hands and, to make things even more complicated, the statue is in pieces. So, even with this revolutionary control technique, you've got a long and complex task ahead of you. Success relies on your historical knowledge and these facts are supplied in an accompanying booklet which list the history of Astate. The adventure is mouse/icon controlled and stars that much-boasted control technique. You appear in an unspecified area of Astate, and each time seems to be a completely different venue, which is very disorientating. Clicking the right-hand mouse button toggles through some rather unusual and unorthodox adventuring tools.

The boots can sometimes be turned to face into the screen, so that you can move towards and explore buildings in the distance. Each of the tools are operated by pressing the left-hand button. Therefore, if you're walking from one location to another you can stop, choose one of the tools and use it. Using the scanner, you can locate something which is possibly of interest, switch tools to say a pick-axe or drill and dig for it. Sometimes, drilling or

First of all, I must acknowledge a rather clever icon system which could be used for all sorts of adventures simply by changing the relevant tools and objects. Secondly, the backdrops have been thoughtfully designed, with some effective animation adding atmosphere to the game. My main concern is the complete lack of text which is rather off-putting, especially as this trend has been carried over to the so-called instructions which are little more than a leaflet listing historical events of Astate. Additionally, the lack of interaction with other characters and a rather bland story makes this more like a subject for a history lesson rather than a computer adventure.

JS

I'll come straight out with it - I didn't enjoy Astate. The game is a sort of icon driven adventure, but with the lack of any detailed instructions progress is most definitely slow. The game's graphics and sound effects are adequate and, in parts, the scenic backdrops are very well drawn. However, the game's main downfall is the strange control system. With the various weird icons, such as the stomping boots, the overall aim become a little obscure. Personally, I found that the game is more a test of trial and error. At the end of the day Astate is basically a brave attempt at something a little different.

NC

pick-axing an object will take you into a sub-game, such as a dodging, invaders type game which offers some amusement from the puzzle solving.

The hand is by far the most useful tool as you can grasp objects such as vases, a pistol and a watch. The puzzle is big, complex and unyielding with strange puzzles and a labyrinthian plexus of venues - this is not just a straightforward archaeological dig!

STA



These boots are made for walking and that's just what they'll do - all over Astate.

GRAPHICS: 53%
SOUND: 48%

LASTING APPEAL: 50%
ADDICTIVENESS: 48%

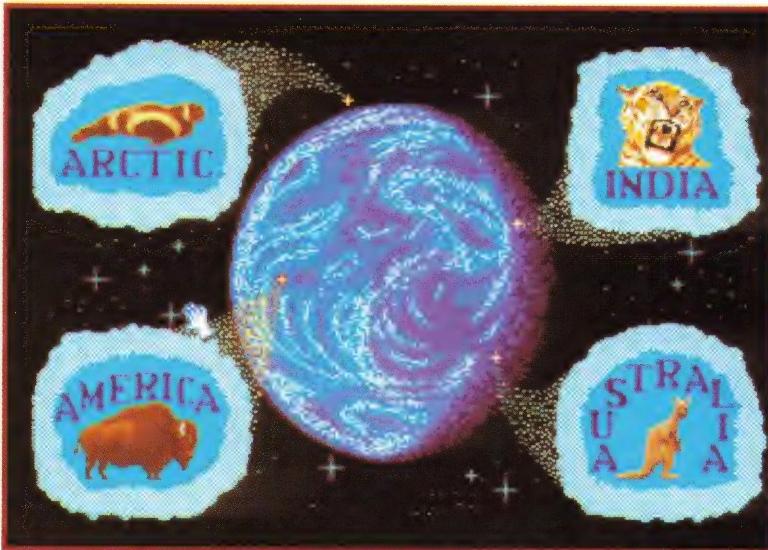
DIFFICULTY: AVE
1ST DAY SCORE: N/A

"Gather up your camera equipment and your rifle as you are off on a journey to some of the most exotic locations around the world on a wildlife shoot."

WILDLIFE

NEW DEAL (£19.95)

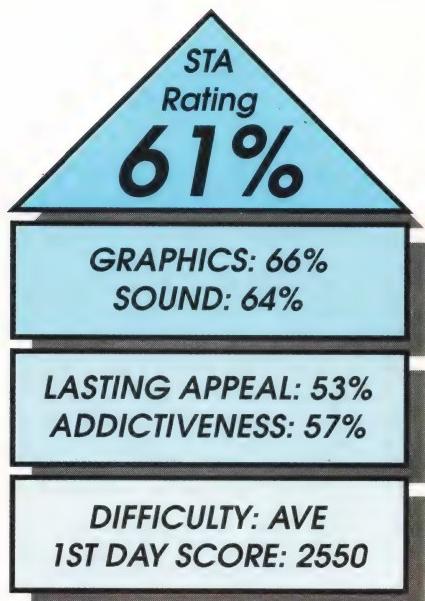
You can choose from up to four different countries around the world and these are selected with the mouse control. You will then see which animals it is that you will be required to shoot.



Wildlife and foreign countries have always proved good hunting grounds for would-be David Baileys' and it certainly makes a worthwhile pastime when shooting animals actually means taking photographs of them and not blasting them away with a rifle. In Wild Life you take the part of a photographer who must travel out to different locations around the world and take snaps of all the exotic animals. There are four different places to visit and a list of the animals related to that particular location will be shown. There are also other animals that will be less common to the photographer and these will appear far less frequently and may prove to be just a

little bit camera shy.

The screen scrolls horizontally from right to left and as the scenery changes new animals will appear on the screen. To the bottom of the main display there is the icon control panel. There are four icons to choose from and each one has a different task. The first is the hand control that allows you to pick up pieces of equipment such as extra camera lenses, film and medical supplies. You will not be able to use your cameras until you have collected all the necessary equipment and a roll of film. As soon as the film is collected then it will appear in the status bar to the bottom-right of the screen and as photographs are shot the film will roll on until it is run out at which point you will need to collect a new one. Next to the hand icon is the 50mm lens which can be used for taking short-range shots of animals that are relatively close to you. Likewise, there is also a telephoto lens used for taking longer shots of animals that are in the dis-

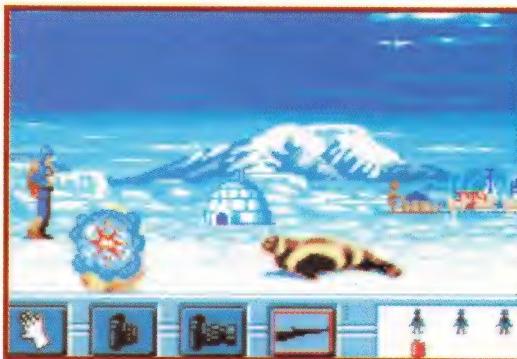


Although there are plenty of poachers just waiting to take a pot shot at you, there are also friendly natives who, if you shoot, will cost you severely.

Wild Life looks extremely similar to a previous animal shoot game called Safari Guns and I wasn't too impressed with that release either. Presentation to Wild Life is beautiful with superbly drawn backdrops and animals that have been excellently recreated and brought to life with some realistic animation. But for all this graphical excellence, the game seemed mediocre in comparison. There was no real long-term challenge and shooting animals soon proved very boring. In fact, it was more fun to shoot the animals instead. I can't see me really coming back to this one again.

SW

Before you can take any snaps of the animals you will need to find the lenses and film that your cameras will require. The film will appear in your inventory window.



tance. The next, and by far the most important of all the icons, is the rifle. As with most game reserves there are always hungry poachers who are out to shoot the wildlife, and you if you should meddle with them. As soon as one appears you must shoot him before he turns round, otherwise you will lose one of your lives.

The animals that appeared earlier will be the ones that you are out to shoot, although there are ten species altogether. Once you have recognized what animals it is that you will have to photograph then you can choose your camera and snap merrily away. **[STA]**

Game ideas are becoming few and far between. However, when a software house copies their own idea to the letter you begin to wonder what's going on. Wild Life is a direct copy of a game we reviewed earlier this year, Safari Guns. Now, as then, I remain unimpressed. The gameplay is basically that of a shooting gallery, either with a gun or a camera. Personally, although the graphics are well drawn and animated, I found the game rather bland. The sound effects, too, fail to impress. At the end of the day, this game offers little long-term challenge and soon become tedious and repetitive.

NC

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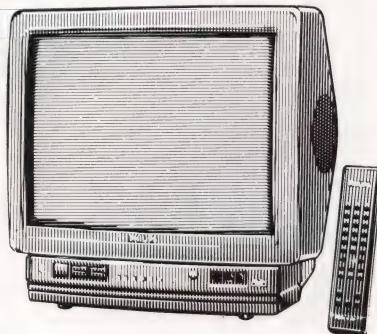
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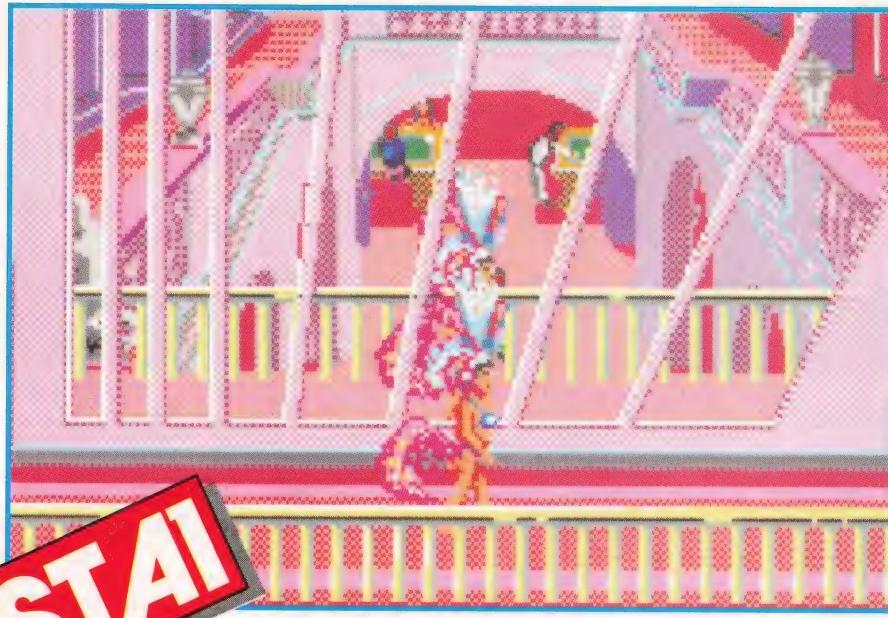
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STA!

STA
Rating
82%

GRAPHICS: 83%
SOUND: 77%

LASTING APPEAL: 80%
ADDICTIVENESS: 82%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

LARRY III

"Don't look now girls, but the 'Nerd in the White Suit' is back - and this time he's got his 'Filtho Meter' set on Overload!"

SIERRA (£29.99)

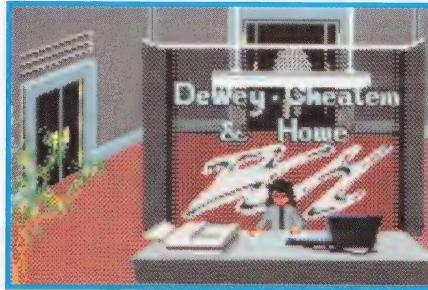
The moral guardians of the nation complained that Larry I was disgraceful. Game players complained that Larry II was emasculated. With Larry III it's the moral guardians turn again to go purple again.

In an effort to protect those amongst us of tender years, the game has reverted to the Larry I censor mechanism which requires the player to answer 5 questions to prove their age. Typically the questions are of an American bias, but as our colonial cousins are not renowned for their mental prowess British players can probably cope. If you answer 4 out of the 5 questions correctly the dial is set to the Naughty Level. I'm not sure what happens if you score 5 out of 5, but I think you get to lick the screen!

Here on the beautiful South Pacific island of Nontoonyt, your young wife has thrown you out in favour of a lesbian slot-repair woman, which would just about ruin any male's ego. You are also about to lose

your job as the boss is your ex-wife's father. Looks like its time to climb into your Leisure Suit once again and seek out fame, fortune and nooky!

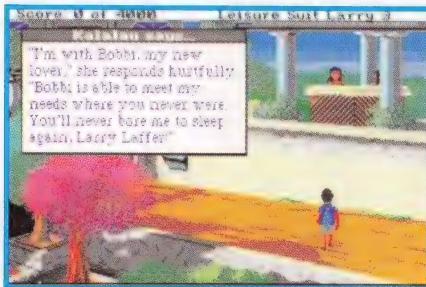
In this third episode of our hero's



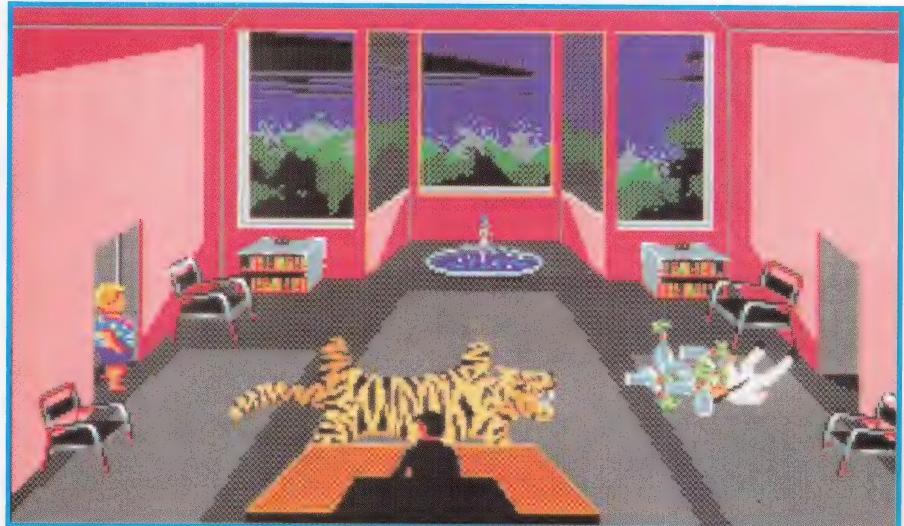
That's it! The oldest swinger in town decides to finalise the divorce by visiting legal experts, Dewey, Cheatem and Howe.

adventures, Larry has decided that true love is for the birds and once again he is searching for the more basic things in life. You'll get the flavour of the game from the initial problem which is set on the clifftop overlooking his beautiful tropical island home. Before you are two telescopes used by the public to view the scenery. There is the beach, the far-off mountains - and the bedroom windows of the nearby apartment block! Should you be the kind of person who would lower themself to look through bedroom windows in the hope of catching a glimpse of some gorgeous female undressing then you will earn yourself some points. Two of these points are nicer than the others!

Now that middle age seems to have settled in around your own middle, per-



Horror of horrors, Larry's come home only to find his one-time true love has shacked up with another woman. To make matters worse, he's also been fired by Khallua's father!



The Leisure Suit Larry must be the highlight of all of the Sierra games, combining humour with the odd, difficult problem. I particularly liked the good use of colour, and the Larry theme brought back old memories of Larry's 1 and 2. Thankfully, a lot of the hands off sequences have been shortened and therefore that gripe has been rectified, and what with the increase of the tasteless sexual innuendo, the third in the series is by far my favourite.

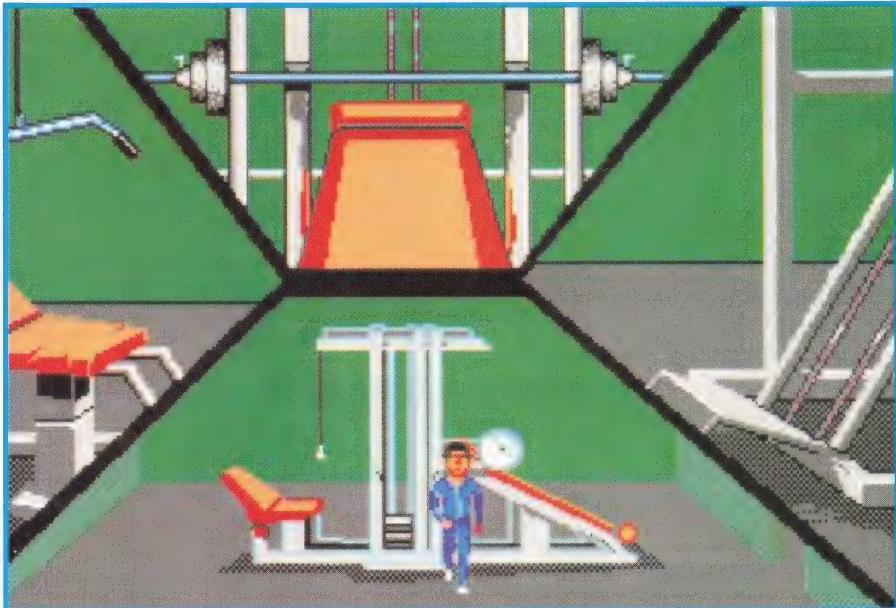
AS

haps you should take a course of exercise at the Fat City health club. Just as in Larry I, there is nightclub featuring a blue comedian who tells endless jokes concerning the ethnic minority of your choice. Failing that there is a Casino where you go if you are feeling unlucky in love. However our hero seems to have learned his lesson about gambling and it's the bar and the cabaret show which seem more important this time. Unfortunately your ex-wife has thrown you out in the clothes you stand up in and once again your first priority is to find some money. After all you have done for that ungrateful wife it would seem fair to go see a lawyer about splitting up the shared bank account. Don't forget the old American War Cry:- 'Remember the Alimony!'

I was sorry to see that my old friend - the dog with the weak bladder - has been dropped from this episode, but there is an animal with an even worse habit who amply fills the slot.

There is no software protection with the game, but instead the magazine which is enclosed with the package is indispens-

Getting fatter by the minute, Larry decides to shape up. Fat City's the place to be and Larry soon makes use of their equipment by transforming himself into an Arnie lookalike.



able. Again the sound options include the use of the Roland Module to produce high quality music.

This game's novelty is that you also change identities between Larry and Pulsating Patti the female nightclub singer. Unlike Larry, Patti is no Dork. She has curves in places where other women don't even have places. Finding no success with civilized women, our hero will eventually trek off into the jungle looking for some basic action with the native girls, but his fate is destined to be that of a sex-slave to a group of Amazonian native woman and only if you successfully managed to steer Patti to his rescue can Larry be saved from a fate worse than death - well that's what it says on the box!

Larry's creator - Al Lowe - also makes an appearance in the game and there are a

couple of points to be won for recognising and chatting with him.

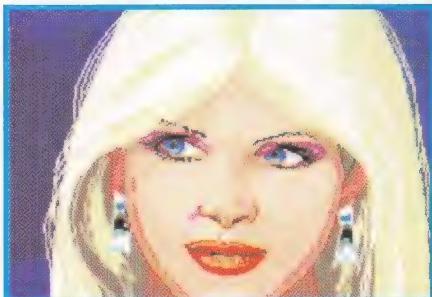
Thankfully the over-long animation sequences of Larry II appear to have been avoided with this offering, and the action once more concentrates on the dubious side of Larry's character. Considerably more female flesh is on display, which is just as it should be, but a couple of swiftly placed 'CENSORED' captions keep everything tasteful. The emphasis is on fun, albeit a little risqué, so don't expect to see anything that will make your socks go stiff. If however you feel that you'd rather not get into anything that's even the tiniest bit naughty, then don't buy the game and then complain.

STA



'Larry I' was one of the first games that made me laugh out loud, but Larry II made me groan a little. This episode is more to my liking - and will be to everyone else's I should imagine. The game is nowhere as difficult as Larry II and should be within the capabilities of most players. What Sierra-on-line wants to know is:- Will tasteless ethnic jokes and nude girls attract the punters? Well 2 million Sun readers can't be wrong.

AM



Well, well, well, hello there, honey. As usual, Larry has found another member of the female species to bother.

Tawni is just a material girl who lives presents. Tempt her with your gold credit-card and you may just win her heart.

So far I have liked all of the Sierra games and this is no exception. I think it's a definite improvement on Larry II and made me laugh in quite a few places. It still isn't quite as rude or as sharp as Larry I, but at least it's moving in the right direction. There are some places where the game's replies are a bit odd and this caused me a lot of heartache, but once I solved one particularly odd problem the rest fell out quite reasonably.

SK



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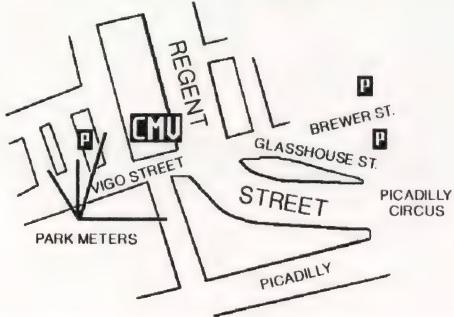
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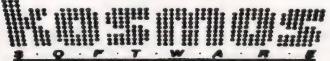
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Dungeons & Disk Drives

"Don't keep going on. It's been bad enough facing the Troll's wrath (I've only recently managed to get all the blood stains off of my shirt). Yes, the green and warty one went a beautiful shade of crimson when he saw the enormous cock-up in last month's issue. No amount of sweeties would calm his Lordship down. Still, after I regained consciousness, he did agree to me printing a double helping of his scribblings this month. So, dear reader, you continue reading while I scratch about the dungeon floor trying to find the last of my teeth."

Dawn comes early to the Dungeon. While sleep stills lingers in the darker pockets of the Kingdom, the birds nesting in the ivy-covered walls of the Dungeon move quietly to peer out at the first glimmers of light, and the Crew begin to stir in their bunks. The sun has but a little time to shoo away the shadows from around the ramparts and banish the mist which swirls above the moat, before we are tumbling back down that dark tunnel from the arms of Morpheus. And what is it the calls us back from the edge of sleep? Is it the sound of the swallows wakening, or the noise of the bats returning to the roost in the high turret? Nope. It's the sound of the Troll beneath the entrance bridge snoring fit to wake the dead!

It's no use, nobody can sleep through this noise I might as well get up. I checked the calendar last night and it's definitely Dragon's turn to make the breakfast porridge, so before he stumbles in here banging saucepans and pulling faces in an effort to con me into doing it, I'll get on with the writing of this month's scrolls.

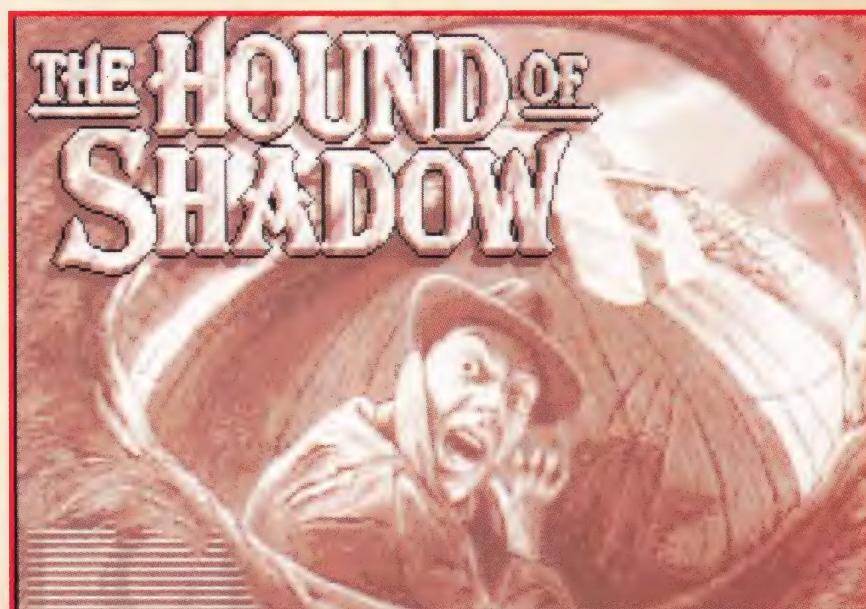
After a busy month out amid the hurly burly of the Computer Shows and Software Houses, poking our noses into things and asking silly questions, it's a relief to know that we've got the peace of the ST Action Dungeon to come home to.

Having had our appetite whetted by our short glimpse of forthcoming games from Mirrorsoft, this month we paid them a personal visit at the London offices. Players of the adventure game Legend Of The Sword no doubt know that its successor - The Final Battle is being worked on for a Summer release and it was this which we had come

especially to see. My first question was - what's been the hold up? It appears that the game was originally designed to be another text entry command adventure which would have a really clever command parser, but as they progressed they began to realise that to get it anywhere near as clever as they wanted, would mean that there would be no room for anything else. Reluctantly they decided to throw away all their hard work and start again, this time swapping text entry for a complete mouse-icon command system. So that accounts for the delay, but what's it look like now? Happily the result is very impressive. The 3D Isometric graphics are very detailed and light years removed from

the simple pictures used in its predecessor. The mouse is used to examine tons of interesting objects which can be picked up and moved out of the main screen into the inventory pack just as the Mindscape games do with such adventures as Shadowgate and DeJa Vu. The game is being made extremely colourful and user-friendly to ensure that it appeals to both grizzled adventurer and main-stream player alike.

Amidst the noise and bustle of the Mirrorsoft's Game Testing Room are groups of young lads bashing ten-bells out of the games which are being released shortly. Bladewarrior is still hacking his way through the weird silhouette skyline trying to make it to our

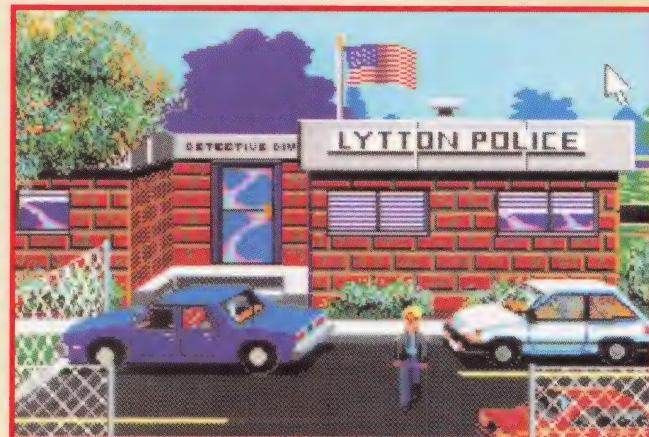


Featuring one of the most macabre stories ever to appear on the ST, The Hound Of Shadow has many adventurers covering behind their monitors - even the Troll was scared!

When will he learn. Poor space explorer, Roger Wilco has once again found himself in more trouble.



Detective Sonny Bonds is on the case. With the Death Angel on the loose again, the town's going to need all the help they can get.



screens by August and I saw the latest lineup of horrible monsters which were being poured into the Battlemaster game. These horrors include a giant black worm a grimacing skull and an axe-wielding Troll. I've got a soft spot for this game as watching the troop of trainee Orcs run around the screen reminds me of the Dad's Army platoon on manoeuvres.

After the months of publicity devoted to Horrosoft's new game Elvira Mistress Of The Dark, it was a shock to read in the trade press that the game's publishers Tynesoft has gone bankrupt. This shock, horror scoop announced that as Tynesoft, Horrorsoft and the Elvira game were inextricably linked in a deadly embrace, all three had been buried alive in the collapse. This news seemed unbelievable to the Crew as we knew from previous chats with the Horrosoft team that the game was 99% completed and no way would they abandon something which had such potential for being a smash hit.

With the aid of the Dungeon's magical 'telling-bone' we soon tracked down the game's designer - Keith Wadham and got the real facts. Horrorsoft are not part of Tynesoft (despite the seeming similarity of the names) and therefore the release of the gorgeous Elvira is not threatened at all. Apart from the delay which will be caused by the need to change the packaging, the game is still due for launching in July. Keith also went on to mention that far from collapsing, he was in the process of creating an additional company called STORM which will be releasing high quality war games in the late summer. It seems that like Elvira herself, Keith is as active after his death as he was while still alive.

The trouble started during our recent visit to the 16 Bit User Show in London. I especially picked the 'Trade Only' Day so there would be no crowds to aggravate the Troll or stand on the Dragon's tail, but trouble just seems to follow us wherever we go. After spending hours staring open-mouthed at the Nintendo mega-blasting console games, (did you know that some of those game car-

tridges cost £200 !!!) we set off around the stands to find some serious monster-bashing software to 'borrow'. It was as we passed the Software Express Stand that it happened. There was a scream, like that from a stuck Orc, and some nutter resembling Woody Allen leaped the counter and landed on the Troll. Now in a fair fight my money would be on the Troll anytime, but the surprise attack knocked the wind out of him - and that wind is not something that anyone who sniffed it is going to forget in a hurry. By the time the green cloud cleared enough to enable us to drag the figures apart, the Troll was in a bit of a state. And who was this mystery assailant? It was none other than Ed Penman - the creator of the Dungeon Master Editor program.

Seems like the Troll's recent comments on people who create Dungeon Master Cheats upset our Edward, and that, coupled with the strain of his final exams to qualify as a Doctor of Medicine, made him forget his Hypocratic Oath and splat our fat friend. When he recovered his composure, Ed tried to make amends by giving us free copies of the Dungeon Master and Chaos Editors, but when I suggested that he instead made amends by treating his first patient and patch up the Troll he point-blank refused and said that we should try a Vet instead. Cheek! Happily after being tucked up in bed for a day with a few tins of Worm and Woodlice - Continental Style, our hero now seems fully recovered.

I have received news of two forthcoming games. U.S. Gold are about to release Murder. This is an isometric graphical adventure set in a pre-war Edwardian Mansion in which you must solve loads of murders. A sort of computerised Cluedo.

Activision also enter the arena this month with the release of Time Machine, a 4D role-playing adventure in which you guide Professor Potts through time and space. Accidentally shot back into the prehistoric past, he must manipulate history right up to the present day to ensure both his survival and that of the planet.

Well I'm happy to say that that's the

last words I need to write before the Crew embarks on our Summer Holiday. Nothing left but to bundle up these words of wisdom with the Troll's scribbles, chuck them all in the Out Basket, lock up the Dungeon and head for the sun. See you next month - if we ever make it back again.

TROLL LETTERS

Escaping From Personal Nightmare's Deadly Road Hog

As my old Maths teacher used to say, 'If you bang your head against a brick wall long enough it begins to hurt'. My particular 'brick wall' is Personal Nightmare. I have entered the burnt-out Manor House, but cannot find anyway into the rest of the building. I have the rope from the Bell Tower, but this does not appear to be of much use.

I have also found nothing to do at the Mausoleum which seems to be as much good as a guitar in a Jason Donovan song.

Grant Wallace, Plymouth

Your problem is that you have no hook. The hook is in the garage and that's where you should go first. Getting into the garage ain't easy and this is how you do it.

You must be outside the main door of the Pub at or after Midnight on the second night after your arrival. A car will appear as two small headlights which will start to come at you and try and knock you down. Go East then North and the car will just miss you. Wait until the car comes at you again, then repeat East and North. This is done five times in all causing the car to crash into a tree. Once you return to the wreck and search it you'll be on your way.

To get into the Mausoleum you need to use the sledgehammer from the garden shed.

Manhunter - San Francisco, Solution to the 'Boring' Puzzle

I am completely at a loss to find the solution to the 'boring' machine puzzle. Where do you discover the code to operate the machine? Please give me the solution or I fear many innocent bystanders may be injured when I indulge in a spot of mindless violence due to frustration.

M. Brook, SOMERTON

You must first PRESS the symbol buttons in the right order (Remember the code on the hand of the arm being eaten by the RAT in the Private Club), and then press the Master Button above them.

There are three buttons which identify the location of Lava, Robots and Slaves. There are a number of 'gates'. First, close all gates. Move Robots to a cell next to the first lava cell. Open the gate to swamp the Robots. Plot the lava route to direct lava ONLY to the Towers at the top, then move all Slaves out of it's way without moving any slaves into or out of a named chamber. Open up the appropriate gates to direct the Lava flow and watch. You'll then be taken to the Freedom Chamber.

Dungeon Master Editor - The Debate Continues

May I have the honour of replying to Mr O'Toole's letter, and your condemnation of the Dungeon Master Editor, in the June Edition of ST Action.

We have always warned that the Editor may reduce the enjoyment of the game if used to overcome every single puzzle. The vast majority of users of the Editor haven't ruined the game for themselves. In fact from the feedback we receive, they get a lot more enjoyment out of the game.

As for it being a stupid idea to buy the Editor, there must be over ten thousand stupid ST users out there - because that's how many D.M. Editors we have sold. I can count the number of complaints we have had on two hands (that's ten fingers, Troll!!) So if you think the Editors are a bad idea you won't want to know that the full version of the Chaos Editor is now available in the shops or direct from Software Express. Or that it has more features than the Dungeon Master Editor, with a bigger manual packed full of hints, tips monster charts etc etc. Oh, by the way, the first week of release of the Chaos Editor saw another thousand people 'ruining' Chaos for themselves.

Ed Penman -Software Express
(Creator of D.M. Editors - A very stupid person!)

You are quite right. I didn't want to know that.

Knock, Knock - Ogres Back - Give The Dog A Bone!

I cannot get past the Ogre's dog in Kings Quest IV. If you know the Ogre, could you please tell him to lock the dog up? I would also like to know if there is a way past the trees in the haunted wood. Please help because I either get turned into dog meat or fertilizer.

P.S. Did you take a bath to raise money for Telethon 90 (and by bath I mean clean water)?

James Weston, GT. Yarmouth

Yes I do know the Ogre and his dog and they are both very nice. That's why I always take a bone with me when I go to visit them. I expect that being a rude and offensive human it never occurred to you to take them a present. Have you never been to a 'Bring A Bone' party? If you haven't got a bone I suggest you take a look behind the waterfall where you'll find a large bone at the entrance to the cave. As the Ogre is the local woodman you'll find that he keeps something in his cottage to solve the problem of the nasty trees.

Yes I did take a bath for Telethon - I took it to the rubbish tip.

Get Shopkeepers Help With Hound of Shadow

I have bought Hound of Shadow and I am having trouble getting the shopkeeper to believe that I am innocent of his friend's murder.

Kris Neilson, GRIMSBY

Ain't that typical of Computer shop-

keepers? He thinks you murdered his friend yet he is still prepared to sell you software! Oh, wait a minute, do you mean the shopkeeper in the game?

This involved story involves a dog that makes the Hound of the Baskerville look like Scooby Doo. On the fourth day you must visit the Antique Shop and get the address of M. Talbot which is in Dean Street. Once you visit the house you will find Mathew Talbot lying in his bedroom. The trouble is that he is lying all around the room in little bits! Being a sensitive little human this gruesome sight makes you do a 'technicolour yawn' over your shoes and a 'system dump' in your pants! When you wake up you are at home in bed. At this point your friend John will arrive to say that he found you after coming to the address in answer to a note which he was sent. Later in the day John will show you the note and if you examine the envelope you should recognise the wax seal as that which belongs to Bathory the infamous "Blood Countess". Go to the Antique Shop and show the seal to Marcus who then will agree to help you.

Take An Educational Museum Trip In Manhunter - New York

Having got the crowbar from the park, I went to the Nightclub, got the keycard from the lady and got kicked out.

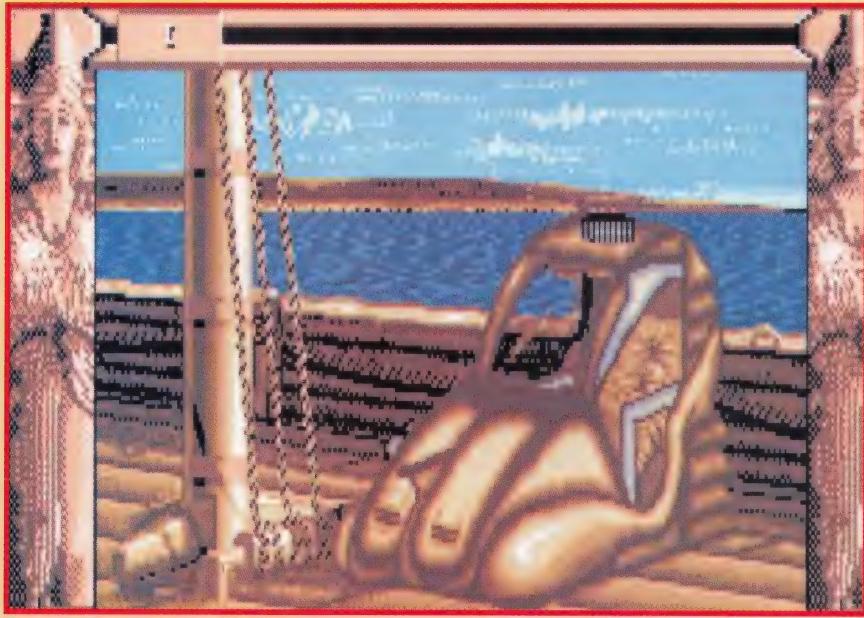
I went to the Museum, but the door was closed. I then went to the Train Station, but again I was unable to get in. I have 4 Keycards, a Medallion, Crowbar and Data Card. What do I do now?

Can you also tell me what to do in the Church?

William Gannicliff, Westleigh



King Graham is in a pretty bad state and only the juice of a very rare berry will save him. Assume the role of Rossella and embark on your quest.



Using your father's time machine you must travel though the ages as you attempt to discover your old fellow's murders.

You are not very observant are you! While getting the crowbar from the park I don't suppose you happened to step over a body covered in blood with a purple tongue sticking out of it's mouth? I suggest you return there and search the body to find the hanky. The hanky bears the name H. Osbourne which ties up nicely with the name Harvey from the notice board in the Deli. Putting these facts together gives you a new name and hence a new address to visit. The solution to your Museum problem, and hence the Church, is now close at hand. As a final point I should mention that you are horribly deficient in the Keycard stakes. You should have picked up more items when you were in the sewers under the Gent's Toilets. I always pick up lots of things when I'm wandering around the sewers - and very tasty they are too!

Traffic Vibration Problems With The Kings Quest II Bridge

I've got a problem with the bridge in Kings Quest II. Having found the second key to the magic door I crossed the bridge, opened the door and then saved the game. My problem is that now I'm stuck because whenever I attempt to cross back over the bridge the damn thing keeps collapsing and killing me.

What am I to do.

Philip Savil, Ongar

The short answer is Start Again! The official solution book for KQII states that the bridge will only stand up to a certain number of crossings and then collapses. Now that you know what you should be doing, you can replay the game and keep your bridge crossings to a minimum. There is also a line

in the book which says that it is possible to gain extra crossings by avoiding a point in the bridge which records your passage. In theory this means you should be able to cross as often as you like if you avoid this point, but I should mention that I ended up in the same position as you and I never managed to find a way out of it.

Just to cheer you up, try doing these silly things for a laugh. Give the saddle to the snake. Drink from the poisoned lake. Talk to Hagatha in her cave.

Chrono Quest II Sticking The Sword In

I'm at location XII in Chronoquest II and I'm stuck. I have given the King the sceptre and his nephew Roland the horn (from the oxen at VIII) and Roland has given me his sword. Would you please tell me what I have to do now?

L. Atkinson, Derbyshire

I've seen reviews for this game which range from Lousy to Great. If I see a review which says a game is great I half believe it, but if I see a rotten review I always believe it. So what's the truth with this one?

Anyway, although this graphic adventure is one of the 'pretty French pictures' which I tend to 'accidentally drop in the moat', I do have a solution which I hope explains all:- Reversetwice then use sword in generator.

Up, Up And Away With Indy's Adventure

I'm trying to steal the biplane outside the airport terminal in the Indiana Jones Adventure, but I can't. I've done everything in the manual but it won't go up.

By the way, I have seen the Mummy Duck in Chaos, have you seen

the Dragon Duck as well?

BAZ

Well I'm pretty sure you can take off in the biplane because someone wrote and told me how to. The trouble is I needed a piece of paper to wipe something, can't remember what as I rarely wipe anything, and I must have used that piece because now I can't find it. As I never found the book on biplanes in the library I don't suppose the game would let me try flying the plane. Instead I stole the Zeppelin tickets from the man with the newspaper and escaped that way. There appears to be quite a few books to be found in the library. I know there is Mein Kampf, Maps and Biplanes so 'wouldbe' bookworms should look hard.

I haven't seen the Dragon Duck, but from all the splashing that's been going on in the Moat under my bridge lately I'm beginning to think that I'm being haunted by Moby Duck!

Cheap Dragon Steaks Available For CHAOS Champions

I have chanced on a neat way of killing Dragons in Chaos Strikes BackK. If you move them under a pit you can 'Freeze Life' using a magic box or a ring and then run like fun upstairs, find the right pit and jump on them. Exit one Dragon in double quick time - minimal damage to the crew and food on the table. Has anyone solved the garbled scroll yet? I can't make head or tail of it.

P.S. I used the C.S.B. Utility disk to redraw the appearance of my four Champions, so now I go around the Dungeon with four Mutant Ninja Hero Turtles - Confused or what?
C. Marshall, Huntindon

That's all I needed, Mutant Turtles in my moat! No I don't as yet know the solution to the scroll and neither does anyone at Mirrorsoft. I've asked them to contact FTL, but being humans they need six month's months warning of questions before you get a reply. Did I tell you about the trick of using the ZOKATHRA spell to create a handy item for dropping to mark the location of invisible walls? Oh all right then.

LARRY II

Could you tell me what you need to get before going on the ship in Leisure Suit Larry II? I have done everything I can think of, but the ship doesn't appear. I enclose a list of the objects I've got.
Paul Bursell, Thorngumbald

When you realise that you are about to go away for a romantic cruise to the South Seas with a Bimbo from the Blind Date game and you haven't visited the Chemist, it must be obvious

what you need to buy. Get round to the Drug Store and search the shelves at the far left of the screen and you will discover just the thing you need - Sun Filter Oil. What was that you said?

Indy's Music of The Gods

I am stuck in the catacombs of the Indiana Jones Adventure. I have been presented in the Grail Diary with some music which I am supposed to play on the skulls. Which of the skulls should I press? It says in the diary, 'I do not know why this music never has more than six notes'.

A Troll Fan

The skulls are hollow which is why they make a nice noise when you push them. I expect there will be a queue of drummers waiting around for your funeral as I suspect your head has great musical potential. Number the skulls 1 to 6, starting from the left of the screen. Now move Indy in front of each skull and push them in the order:- 5,3,3,4,2 singing all the while, 'Dem Bones, Dem Bones, Dem Dry Bones'.

Making Coffee for a Fish

I am stuck in Magnetic Scroll's game FISH. How can I stop getting asked to make coffee? The hints provided in the packaging aren't clear.

Mathew Bailey, Oakton USA

Well its obvious that if people keep asking you to make coffee, you should do the same thing and ask some other 'coffee-mug' to make it. And before you ask, it's not my turn! The calendar says that it's Dragon's turn to do the odd jobs today. In your case I would suggest you ask that human wimp called Rod to do it.

Throwing The Book at Shadowgate's Lava Field

Oh Great Hideous One I seek your aid. For many moons now I have been trapped within the dank, lightless walls of Shadowgate. I know the end of my quest is near, but some problems thwart me.

Firstly there is a great lava-filled room with a statue of precious metals on a pedestal. Across the lava is an exit which I cannot reach. Secondly, there is a room full of drunken Hobgoblins who I have been unable both to vanquish or trick.

Please aid me as the mighty Behemoth is rising (as is my blood pressure)

Richard Mussett, Brighton



Dungeon Mastermania is still at a peak. Even with the release of Chaos the game is still an international best-seller

There can be few things that get up my warty nose more than drunken Hobgoblins. All they ever want to do is kiss everyone in the room and sing 'I Did It My Way'. I suggest you leave them to get on with it because you'll get no sense out of them. To cross the lava you need the magic book from the Library. Open Book, Wear Spectacles, Open Book, Operate Book on Statue, Drop Book.

Incidentally I'm still getting letters complaining that my Shadowgate solution for putting out the flames behind the mirror by dropping the crystal sphere is wrong, because it is impossible to enter the room owing to the heat. It ain't wrong it's just a little, tiny bit incomplete. Firstly you need to wear the cloak found at the far side of the Chasm bridge to guard you from the flames. Now shut up the lot of you!

Problems with a Spanish TOS-er!!

I'm having big troubles, even bigger than me - A 1.88m - 105Kg - 1st Division Rugby Player. Even bigger than you - an immense, awesome, green, bad-faced Troll!

The problem is that I have an ST 520 STFM, upgraded to 1Meg and with a D.S. disk drive. The TOS is the Spanish TOS 1.0 and Dungeon Master doesn't run. I'm waiting two years for anyone that could aid me, but now when I know that CHAOS doesn't work either I'm really near a nervous shock.

Please help me.

P.S. What is a S.A.E.?

Alejandro Herrera, Valencia, Spain

That must be the Spanish Tosser that Mitch kept talking about during the World Cup Football. A S.A.E. is a Stamped Addressed Envelope. Which means you send an envelope addressed

to yourself, with enough stamps stuck on it so you can get an instant reply. In your case you have had to wait two months to hear that I haven't got a clue how to solve your problem.

Look on the bright side. If you were to fight your way down to the bottom of the Spanish version of the Dungeon you'll find that the final levels haven't finished being built and you'd have to share a cell with a load of monsters who have been double-booked into the same room as you.

Not being a boring hardware 'techie' I don't know the answer, but I'll bet if you wrote to the editor of our sister magazine, ST World, they would know.

'Four Legs Lucky' For Dungeon Master

I have been studying Dungeon Master ever since it came out and I have accumulated some facts which other warriors might find interesting.

There are four rabbit's feet in the game and I have found out a curious use for them.

First get a chest and put it in your champion's 'Action Hand'. Next put a rabbit's foot in each of the first three slots of the chest. Fill the rest of the chest with anything. Now click on the first of the rabbit's feet and keep on clicking, putting it in and out of the chest. You will see something quite bizarre. One of the rabbit's feet will disappear then all the other objects in the chest vanish as you carry on clicking. Finally leaving only two feet in the chest.

Where have they gone? I will tell you - onto the body weight of the Champion. This does not work with every chest, so try another of the twelve if you are unsuccessful at first.

The Elven Boots are strange

Both Dungeon Master and Chaos Strikes Back come with a ready-made set of heroes. Send us your and we might just print them.



footwear. I have found that the higher in fighter levels any of your team is, the more weight is taken off when you wear them. Six points for an Arch Master Fighter is worth considering.

D. Lane, Mansfield

I always reckoned that the rabbit's feet were a washout. How can they be lucky? The damn rabbit had four of them and he still ended up being chopped.

Which reminds me that I should mention that I've had to chop this letter because it contained two pages crammed full of strange Dungeon Lore. Heaven knows where you humans find the time to uncover these strange, but fascinating, facts. To make amends for me cutting you short, I'll nominate you as this month's LUCKY DIP WINNER which means you'll receive a wonderful 'something' in the post. Open it carefully!

Super Hero Artist

After reading the latest edition of ST Action I just couldn't resist sending you two of my pictures. The one of the Troll was the very first picture I made after buying my Atari ST and DEGAS in late

87. The other picture was made in the Spring after I read the Dragoon Lance Chronicles (great stuff...). I must say that the art of Larry Elmore really is my biggest source of inspiration right now. Hope you like them.

Stephan Schmidt, Twistevagen, Sweden

Mitch thinks he looks just like the Blue Warrior, but it's not a very good likeness of me because I wouldn't been seen dead with a haircut like that. Still I'm getting very pleased with the artwork you miserable humans are sending in. It's about time more Trolls were nailed to the walls of Art Galleries. Lets have some more where that came from.

Wake Up From Your Personal Nightmare And Get To The Church In Time

I have been playing Personal Nightmare for some time now. I have the marriage documents from the Registry Office and I have gone under the church and into the house, but I would like to know how to get into the church as all attempts have failed. I have the key to Susan Blandford's House, but attempts to use it

result in being arrested or murdered. How do I get in? Also, how do you get money to have the photos developed? I have the envelope.

D. Heaford, Cheltenham

You don't want much do you? Entry to the church is easy, you are confused because unlike the other buildings in the game the doorway isn't shown. Move North (or is it South?) from the road into the churchyard - you are now facing the church. Now simply move in that direction again and you will be standing in the entrance hall. Entry to the Blandford cottage is a pain, but again is obvious. You must stand outside the gate until darkness falls and eventually Susan will open the door and leave. It's dark before she goes, but you can do Wait commands to advance the clock. Keep looking through the window to see if she's still there. Once you get inside you can visit the Dark Room where you can find a magazine containing a coupon for a wonderful free offer to develop your film. You get much better offers in ST Action!

Give Your Champions A Lift In CHAOS

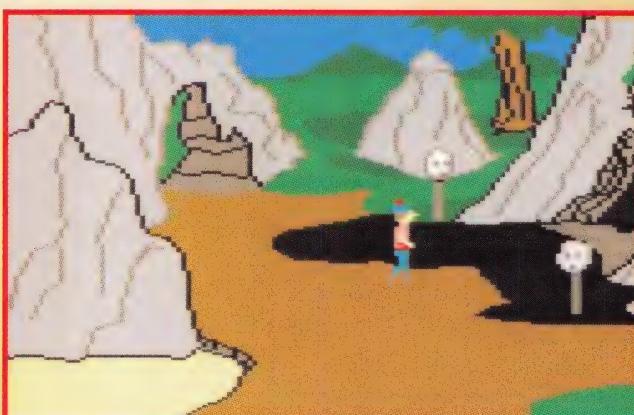
I have played Chaos Strikes Back for quite a long time now and I have found that if you copy MINI.DAT that is found on the Utility Disk to a blank disk, rename it CSBGAME.DAT, then load it as your 'save' game into C.S.B you get a set of strong characters. Me and other fellow D.M and C.S.B players think Dungeons and Disk Drives is brilliant. If you are looking for another member to join the Dungeon crew. I would love to volunteer.

Conan The Barbarian

So you want to join the Crew? Well it's not all Ale Drinking and Orc Bashing you know. I'm worked off my feet answering all these stupid letters and I hardly get a wink of sleep in the afternoon for all the noise. If it's not Mitch clanking around in the Yard in his 'Posers Armour', it's Edna creating



Indiana Jones and the Last Crusade is Lucasfilm Games' most successful game to date.



In the second of the King's Quest series, King Graham prepares to enter the batcave.

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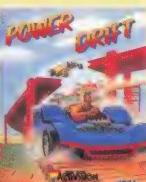
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Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!"

Myth Ratings: Crash 91%, CU 90%, Amiga Format 87%, TGM 85%

• **Drakken or Sim City (rrp 29.99).**

Of Drakken, **ST Action** said: "Drakken really impressed me. For me, the game was a subtle cross between my all-time favourite, Dungeon Master, and the SSII fantasy role-playing games. The graphics are superb..."

Overall, Drakken is an excellent RPG, one that will take quite some time to beat" and **Zero** said: "Absolutely brilliant".

Of Sim City, **ACE** said: "Sim City is a politician's - or a gamesplayer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth..." and **C&VG** said: "Sim City is utterly fab"

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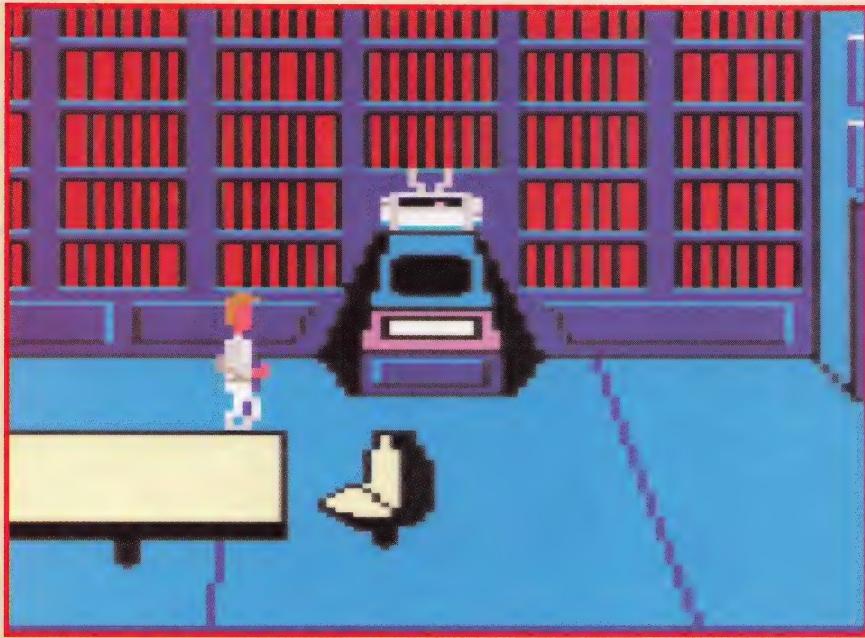
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Starship janitor extrodinaire, Roger Wilco, prepares to make good his escape.

explosions in the Spell Room, or Dragon practising his break-dancing on my bridge. Anyway, I've seen your movie Arnie, and you were rubbish!

RAM Your Way Through Space Quest's Boulder Obstacles

How's it hanging? To the left, to the right, tucked in your sock, dragging along, or have you just entered the three-legged race on your own?

Enough of the pleasantries, I've got troubles driving my Land Skimmer across the Boulder Field in Space Quest. I just can't get through it. Is there a cheat like pressing 'Alternate X' in Leisure Suit Larry?

Rafesh Seeruttum, Glasgow

I've got mine stuck up my back, round my neck and in my ear for a stopper! What do you do with your scarf? That's a fine old Scot's name you've got. Exactly what Clan do you belong to? Whichever one it is you've got some canny customs. I would never have thought to completely cover the stamps on my envelopes with Sellotape. I assume this allows you to wipe off the ink postmarks and use them again. However I suggest the Clan digs deep into their sporran and invests in a new stamp because first-class post is 20p now, not 19p. Enough of the pleasantries!

The playing of any Sierra Adventure benefits from the use of a RAM Disk, and this one especially. Saving and Restoring your game position to a RAM disk takes seconds, and you'll find that by 'saving' every few moments and then restoring from the last position each time you crash will

help 'inch' your way across the desert. Happily in all the Sierra adventures the arcade sections save your exact position and credit you with the time you have survived so far. In this way you don't have to restart at the beginning of the sequence each time you restore. Easy eh?

Switch Off The Power To Space Quest III's Force Field

I have reached the volcanic planet in Space Quest III and have come across two pirates who are doing research there. I get quite close to them, but they run and fly off in their spaceship. Two screens later I am confronted by a gigantic ship which generates electricity beams into the sky. I walk inside it but I don't know what to do next.

Clifford Bell, Kenton

That's not a gigantic ship you plonker, it's a Generating Station. Instead of blundering around alerting everybody, you should creep up on the two Surveyors and then hide behind a rock until they leave. When they disappear they will leave behind a load of equipment amongst which is a detonator. Look through the telescope, take the pole from the anometer and then set out for the Generating Station. Once inside you can climb up a ladder to a point where you can drop the detonator inside the Force Field. You now have a few moments to return to your ship before the planet explodes. I hope you took out lots of Holiday Insurance before you left home.

Police Quest II - Lost In Steelton Park

OK I give in, I suppose I'll have to cheat and ask you. I've disarmed the bomb in the aircraft and landed safely in Steelton. I've caught the thug in the park and now I'm stuck! Now what? Also, where's my Field Kit?

MOUSE, Easingwold

How should I know where your rotten Field Kit is? What's important is have you got your radio? Before you left the Steelton Station they told you to take one. Once you enter the park you should go North then East twice where you will spot a manhole cover. Open the cover. When the Mugger appears use the radio to call your partner. Show your ID to the Mugger, read him his rights and interrogate him. Your partner will take him away and leave you the joy of climbing down into the lovely sewer. Lucky you.



The green and warty one in all his glory - NOTE: this is an artist impression.

In Search Of The Kings Quest's Ferryman

I read in your column the letter from BAZ concerning the crossing of the Poisoned Lake in Kings Quest II. The only problem is that I can't find the Ferryman to take me across. I've waited on every section of the lake hoping he will turn up - but he hasn't. Where am I going wrong?

I. Parsons, Staffs

The trouble here is the old problem of events only being triggered when other conditions have been satisfied. Just as the Antique Shop in this game is never open until you have opened the first magic door on the far side of the chasm, the ferryman does not appear until you have opened the second door and read the inscription on the third one. I'll also warn you about that bridge. You can only cross it so often before it collapses, so make sure your journey is really necessary or you'll be restarting the game from the beginning again.

Getting Hot and Flustered with Larry II's Lifeboat Drill?

I've escaped from the cruise ship in Larry II, but as the days go by in the lifeboat the sun burns my head and I die of sunstroke. The sunscreen doesn't help. How do I stop my brains frying? Also, does the bar with the drunk in the doorway have anything to do with the game?

P. Weir, Airdrie

Oh good, another Scotsman. I see YOU managed to save even more money by not sending any stamp at all. Is it true that Edinburgh is a Ghost Town when

Castle Shadowgate is a spooky old place. With its corridors of mystery and suspense it'll have you guessing to the end.



they have a Lifeboat Flag Day?

Well, you could solve your sun-stroke problem by following Arthur Scargill's example and stick a dead guinea pig onto your head. Or better still, pay a visit to the ship's barber and get him to supply you with a 100% Bry-Nylon hairpiece to cover your shiny bonce. I don't think you can move the drunk. Believe me, if I can't move him with all my experience of moving drunks, (are you reading this Dragon?) nobody can.

Make A Killing In Starflight One

After a few weeks of playing time in Starflight One you'll find a cute little note in Operations saying that Endurium has gone up in price by 500 MU's. Now if you were smart, you'd have bought lots of it earlier at a price of 1,000 MU's. Get the picture? If you buy enough you can almost perfect your ship. Also, the Veloxi worship what looks like a burnt-out star of pure

Endurium. Unfortunately, it starts destroying you every time you try to orbit it.

As I am stuck with the Chaos game, could you tell me how to get a Hint book or a set of maps?

Luke Barron, Washington USA

Well I don't know how useful your tip is regarding the planet of solid Endurium if it destroys you whenever you get near enough to grab a fistful. What is needed is a solution to the problem not the knowledge that it's there and you can't get it. As for Chaos maps I would be surprised if any leading P.D. Library hasn't got a set of maps on disk by now, but if you are desperate you could buy the Chaos Editor, (he said through gritted fangs!) as it also has a Hint Book with it.

I'm happy to say that H. Maton of Croydon has sent me a complete set of maps for Castle Master which has been invaluable, plus a solution to Police Quest II from David Scott. This solution contained some new points that I hadn't seen before. Did you know that when you visit the jail to investigate the escape of Bains you can get description of pates car and then ask about kidnapping. The last question will make the jailor fetch a prisoner from the cells who you can again ask about kidnapping. Also at the Airport you can get list to see a Passenger List of the people who have bought tickets.

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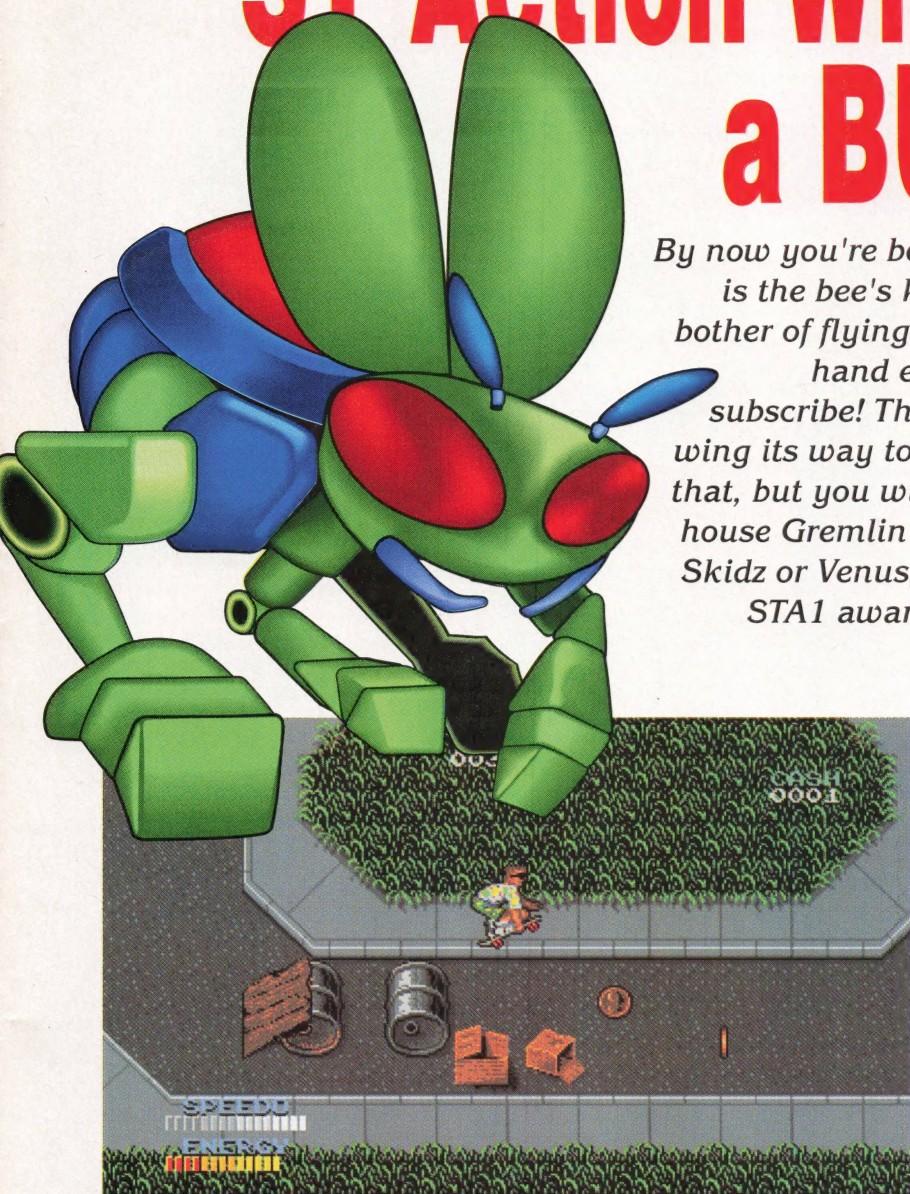
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Greetings to thee O chip-heads...

I find myself in Tadley at the moment, in the zarjaz position of being about to go off on my holidays for two weeks; I'm returning to the same Greek island I went to last year, where we have a villa right on the beach and where everything a Yak could desire, from beer to blasting, is available within easy barefoot walking distance. I'm looking forward to the break, but like any chiphead, a prolonged period away from Devpac II will leave me missing my trusty ST and my head thronging with new effects and ideas for Def 2 (and, as Def 2 is well underway and will be completed fairly soon, What I Am Going To Do Next - which should be completely zarjaz and will destroy once and for all the myth that shoot-'em-ups are mindless). I wish there was a colour Atari portable which was reasonably cheap and which didn't eat the batteries in thirty minutes, then I'd never have to be parted from Devpac II at all. Never mind - I guess I'll just have to lie on the beach and drink beer and read a pile of books and get a suntan instead. What a shame...

My holiday really started last Thursday, when I went with the usual gang of weirdoes to see Roger Waters perform The Wall in Berlin. We went on a coach trip, which involves a fair degree of discomfort and hassle - days and nights spent on a coach seat with no legroom, stuck in endless traffic jams on the German autobahns (which, despite the fact that you can theoretically drive as fast as you like, seemed to be clogged up something rotten all the time, worse than the M4 on a bank holiday Friday).

You have to amuse yourselves as best you can, and we passed the journey with non-stop Floyd, plenty of intoxicants, and Trabant-spotting (of the first eight or so I saw, only one had the bonnet down). And plenty of Gates of Zendocom, despite the cost in Duracells. It was worth the hassle of travelling when we got to the concert, though. Despite a couple of technical hitches right at the start of the gig, Waters and his cast of

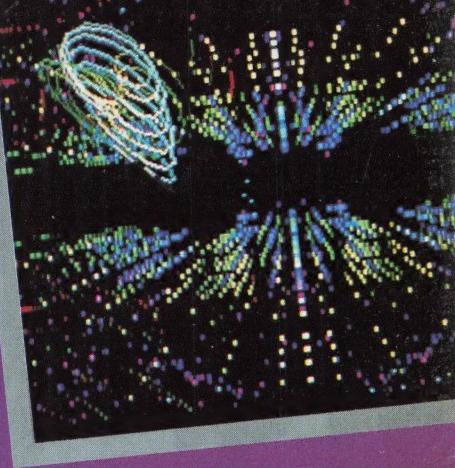
thousands presented a zarjaz breakout of awesome proportions. The visuals were superb, with animations projected onto the huge Wall which was constructed, brick by brick, during the first half of the show. The gig took place in Potsdamer Platz, on what was until recently the deadly no-man's land between East and West, and it was with particular vehemance that the crowd yelled 'Tear Down The Wall!' during The Trial. Waters finished off the set not with the usual Outside The Wall, but with the optimistic anthem The Tide Is Turning off Radio KAOS. It was exhilarating stuff, and I was buzzed out of my head as we walked back through the streets of East Berlin after the gig, with the concert lights still shooting out like scanning searchlight beams in the sky above the city. Wild.

Defender II is coming on a treat now; I'm working on Def II's Mission Waves, which will occur every few levels throughout the game and which offer a break from standard

Defending - you might have to chase and destroy a certain kind of enemy ship, or reverse the original game and have to beam up enemy aliens into your ship from the planet's surface while their fighters defend them, for example. I have also completely overhauled my sonics. I worked for a couple of days on my AY sound driver, then I got fed up: the AY chip just sounds too weak and pathetic to do any justice to a Williams arcade game.

I wrote myself a good, fast sample player so that I could use samples without slowing down the gameplay, with the result that Defender 2 now sounds like an explosion in an ammunition factory with World War III happening just outside, explosion noises which don't go 'tsszzz' but 'KA-BLAMMM!!!!!!' and Humanoids which scream when they are killed. It's great to turn down the lights and pump up the volume, something I rarely do with an ST game!

Speaking of ST games, I finally got that Paul Woakes's Damocles the other day and I've been busy exploring that for the past couple of days. I'm nowhere near finishing it yet, but I have sussed the teleport system and collected quite a few interesting objects (and quite a few astonishingly mundane ones as well); I have run



out of air on hostile moons and frozen to death on Mentor, and visited the planet with nothing but 16 million individually-numbered pyramids on the surface, constructed by a freaked-out obsessive von Neumann machine. The graphics are, well, 3D filled vector graphics, what can you say, they all look pretty much the same, all these 3D games; Damocles is distinguished by its vast explorable play domain, a touch of humour, and a good simulation of celestial mechanics. The view of a gas giant from the surface of a neighbouring moon is quite spectacular. The illusion of being in a virtual world is convincing, albeit a virtual world constructed of perfect circles and flat planes exactly the way the real world isn't. I look forward to the day when processors get fast enough to allow the use of realtime fractals in games and simulations to add texture to all those polygons.

Damocles is primarily an adventure game, and I've been taking my brain off the hook with long sessions of Escape From The Planet Of The Robot Monsters, a good old blaster in the style of Robotron in isometric 3D. Lots of fun to be had running about blasting robots which look like animated Weetabixes and rescuing armies of identical busty blondes in blue bikinis. Leave your brain in the fridge and get down to it....

I had better finish now, as I have to get out of bed before noon tomorrow in order to make my final preparations before I leave. An all-night party tomorrow night and departure for Foreign Parts in the early hours of the following morning. The guys on Thassos were freaked out by the Game Boy I took over there last year; they're gonna die when they see Gates of Zendocom!

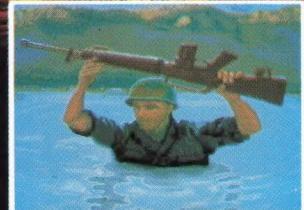


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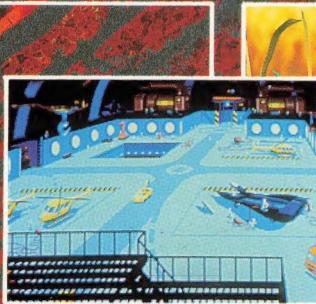
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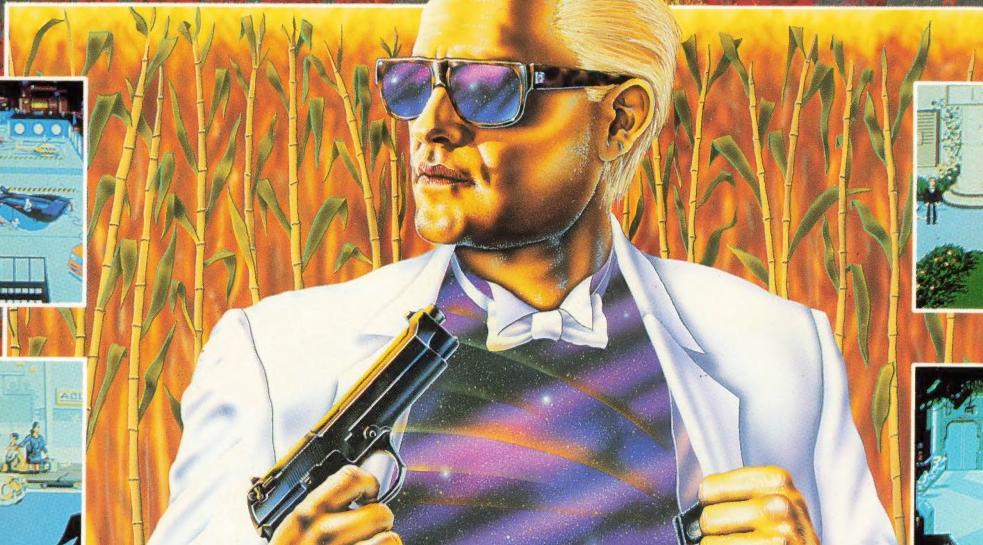


PRODUCTION ...

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Screen shots from
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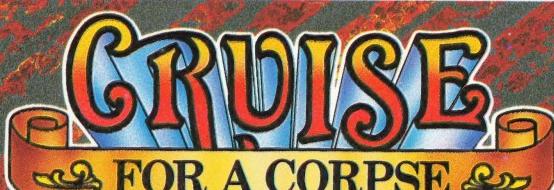
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